THE BLACK BESTIARY 2

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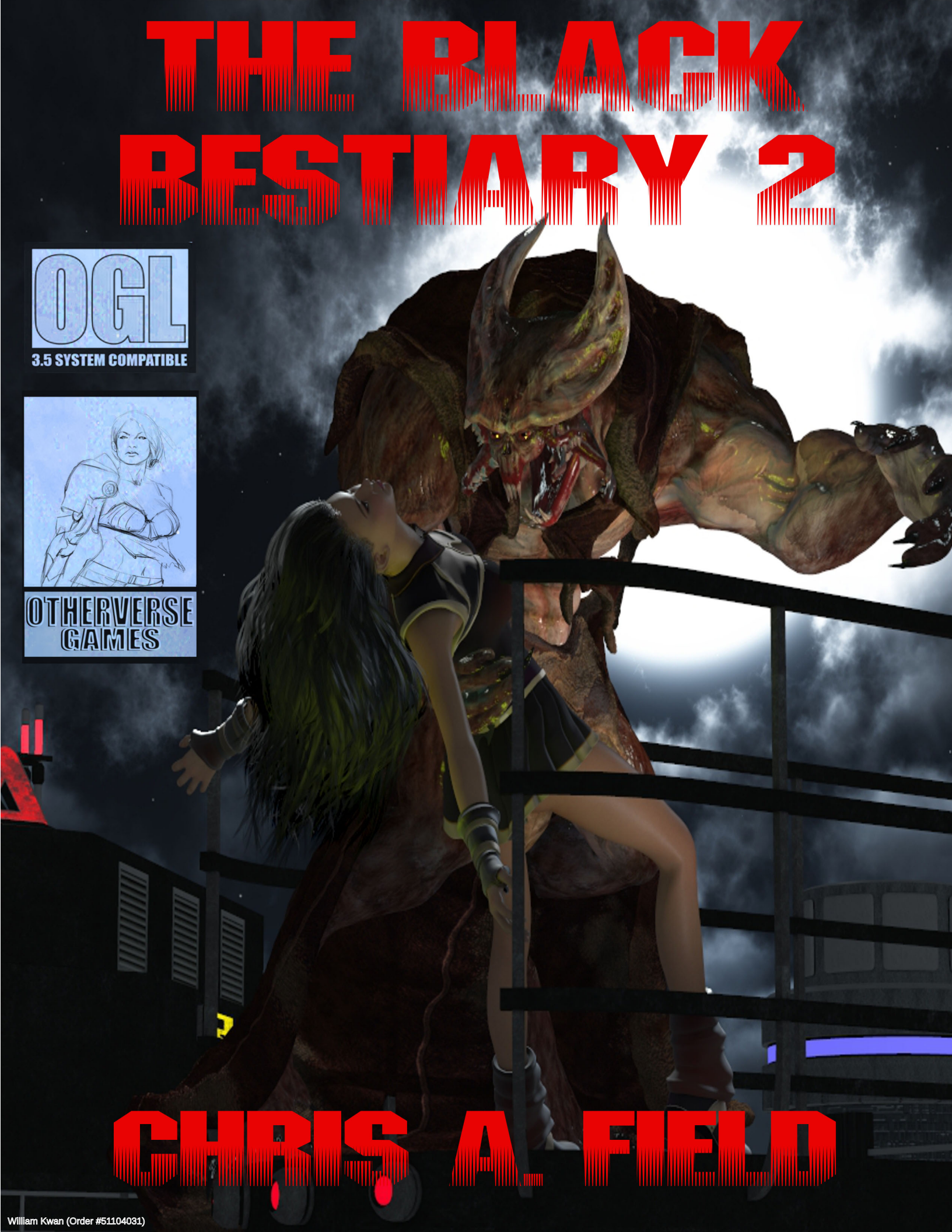

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THE BLACK BESTIARY II

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Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

Special thanks to all my regular artists: Amanda, Anthony, John and Vic.
You all turned in some amazing illustrations...

Thanks as well to all Black Tokyo's fans, who defended me vocally and offered a ton of moral support in the wake of the Tournament of Rapists release…

And finally, thanks to everyone who criticized that sourcebook - you doubled or tripled my sales…

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THE NEW HORRORS OF BLACK JAPAN

The Black Bestiary II is the second major bestiary for the adults-only, hentai-horror *Black Tokyo Campaign Setting.* Together the two volumes of this series detail and describe more than 200 new creatures for the world, some drawn from folklore and history, others inspired by some of anime's most iconic heroes, villains and monsters.

Black Bestiary II conjures a host of terrifying new creatures that fill out the post-apocalyptic ecosystem of the *Tottori Sand Dunes*… takes an expanded look at the loathsome *Rape Pure Tournament* and it's lethal, sexually predatory brawlers… and introduces the enigmatic, bio-mechanical *Abyss* to the Japan's deadly skies.

High technology meets ancient horror, as several new models of gigantic *Mecha* stride the land and adaptable, alien *Battlechangers* wage a hidden war in Black Tokyo's crowded, teeming mega-cities. Cannibalistic horrors like the *Azukibabaa Chef* and the *Gakido Walker* feed on the flesh of innocent women and children. Selfish sexual predators such as the darkly comedic *Moe Collector*, sadistic yet seemingly mundane *Mortal Sex Criminals,* or the shadow-dancing lust-murderer codenamed *Boy Alpha* stalk the shadows and kill at their leisure. Legendary monstrosities like the *Shikome* carry out The Ubume Empress' dark designs for the Earth Realm.

Low level creatures like the hatefully jealous *Black Issunboshi,* or the extremely variable *Oni Dreg*, one of the vast hordes of Hell, challenge low level adventurers. Veteran demon-hunters can chase feral *Gaki* through the neon-lit Tokyo night, or cross swords with the insufferably arrogant *Kappa of Blades*. Meanwhile, highly experienced champions can risk themselves against the unholy might of bizarre new Kaiju unique to Black Japan: an endlessly hungry train that serves pitiless masters… a dragon that can crack the planet in half upon its death… or the legendary, earthquake-birthing *Namazu* itself.

Get ready.

THE ABYSS

The Abyss are an emergent threat to Black Japan- they are *oni* like no other *oni* ever seen before. To date, no communication with the Abyss has been made, and the Abyss' origins and motivations are truly unknown. There is very little actual agreement about what the Abyss are. Some speculate that they are undead, likely the transfigured souls of soldiers, sailors and airmen destroyed during WWII. Other believe their smooth, geometric shells are a kind of vehicle- occult fighter aircraft piloted by *oni* aces. That they are creatures of the Black Else is not in question, and it is believed they enter the Earth Realm through portals deep beneath the Sea of Othotsk or the Pacific Ocean.

To date, the Abyss' depredations have been confined to coastal regions, and pre-dawn raids on Japanese Air and Maritime Self Defense Force bases. The Abyss' assaults rarely target civilians directly, but homes and lives near their targets might be imperiled once fighting begins. Abyss have seemingly little interest in ground-bound creatures, aside from obvious military threats, but they will mercilessly slaughter any creature sharing their skies, from the most experienced Assault Witch or most powerful elder dragon to the smallest sparrow. Skies darken when the Abyss appear; dark, ominous clouds gather and unseasonably cold rain threatens. Abyss appear to be most active during periods of *Akashita Wind* activity.

Thus far, they have appeared at several locations thorough the Totorri Prefecture, even though there are few SDF bases still active in the besieged prefecture, leading to speculation that Abyss and Horrors are different species within a similar supernatural *genus*. Conversely, no Abyss bio-weapon has ever been seen in the skies over Nagasaki, but the reasons for this are unknown…as are any of the most valuable answers about what the creatures really are, or why they have begun assaulting Japan.

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ABYSS DELIRIUM - CR 8

Huge CE Aberration (Abyss, chaotic)
XP 4,800
Init +0 **Senses** Blindsense 1500 ft, Blindsight 100 ft, Perception +15
Languages telepathy 500 ft

Defense
AC 27 **Touch** 17 **Flatfooted** 23 (-2 size, +3 DEX, +1 dodge, +8 natural, +5 deflection)
HP 12d8 + 28 hp (82 HP)
Regeneration 5 (girl)
FORT +6 **REF** +7 **WILL** +6
Immune Force, flanking, mind-affecting abilities

Offense
Spd Flight 80 ft (average)
Melee two +10 gravitic slams (1d8+3 force, 20/x2, 10 ft reach)
Ranged 1d6+1 (variable number of) +10 lasers (2d8 fire, 20/x3, 100 ft range increment)

Statistics
Str 16 **Dex** 17 **Con** 14 **Int** 6 **Wis** 10 **Cha** 10
Base Atk +9 **CMB** +14 **CMD** 27 (cannot be tripped)
Feats Cleave, Combat Reflexes, Dodge, Hover, Power Attack, Toughness
Skills Fly +26, Perception +15 (racial modifiers: +8 Fly)

Ecology
Environment any
Organization solitary or accompanying an Abyss Fairy Ring
Treasure none

Special Abilities
All Around Vision (EX)
Abyss Delirium cannot be flanked, and can respond to attacks from any angle with equal ease.

Girlish Soul Vulnerability (EX)
The Delirium, like all Abyss bio-weapons, are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss Delirium, and their attacks negate its Regeneration.

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Hell of Lasers (EX)
The Abyss Delirium never provokes an attack of opportunity when using its natural ranged attack, and may use its natural ranged attack to make attacks of opportunity of its own.

As a full round action, once per encounter, the Abyss Delirium may unleash a Hell of Lasers, spinning rapidly and firing a barrage of bio-lasers against every conceivable target.

The Abyss Delirium makes 2d6+1 ranged attacks at its highest base attack bonus against every target within 100 ft. Resolve each attack separately. When it uses its Hell of Lasers, internal components inside the monster overheat and explode, crippling the Delirium. The Delirium suffers 40 points of Hit Point damage and its Regeneration 5 ability is lost, replaced with Fast Healing 5 (girl) for the duration of the encounter.

Nature
Abyss Delirium are heavily armed Abyss bio-weapons, the equivalent of a flying battleship, destroyer or other heavy weapons platform. Compared to the Abyss Phantasm (which can be thought of as strike fighters), Delirium are slow and plodding. They are capable of unleashing withering storms of fire power, firing deadly lasers at every conceivable angle of attack.

Abyss Delirium are rarely found in the company of other Abyss creatures, and only regularly associate with Fairy Rings. The Delirium float just beneath the orbit of a Fairy Ring, and prey on flying supernatural creatures stunned and falling as a result of an encounter with the Fairy Ring's anti-magical aura. Delirium are opportunistic hunters, quick to assault a victim in a sudden moment of weakness. They ignore other Abyss creatures, even the legions of Phantasms that the Fairy Ring partner summons.

Abyss Delirium are long, paratactic columns of liquid obsidian. Their surfaces flow and churn like oil. Rings of amber fire encircle each bead of the column, and flare when the creature lazes. The Delirium column is roughly two meters in diameter and ten to fifteen meters tall.

ABYSS FAIRY RING - CR 13

Colossal CE Aberration (Abyss, chaotic)
XP 25,600
Init +5 **Senses** Blindsense 1,500 ft, Blindsight 100 ft Perception +22
Languages telepathy 500 ft
Aura Anti-Magic Field (50 ft radius, negates magic and supernatural abilities)

Defense
AC 32 **Touch** 17 **Flatfooted** 31 (-4 size, +1 DEX, +15 natural, +10 deflection)
HP 19d8 + 114 hp (200 HP)
Regeneration 10 (girl)
FORT +13 **REF** +9 **WILL** +10
Immune Force, mind-affecting abilities
Weaknesses Girlish Soul Vulnerability

Offense
Spd 200 ft (perfect)
Melee four +14 gravitic slams (3d12+4 force, 19-20/x2, 30 ft reach)
Ranged two +11 plasma orbs (4d6 fire, 20/x3, 100 ft range increment)
Spell-Like Abilities (CL 19th Concentration +19)
Constant – Anti-Magic Field
At Will – Telekinesis, Summon (100%, 1d4+1 Abyss Phantasms)
1x/Day – Banishment (W-DC 18)
- Greater Teleport
- Planar Binding (W-DC 18)

Statistics
Str 18 **Dex** 12 **Con** 20 **Int** 10 **Wis** 10 **Cha** 10
Base Atk +14 **CMB** +22 **CMD** 33 (cannot be tripped)
Feats Cleave, Dreadful Carnage, Furious Focus, Great Cleave, Great Fortitude, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Toughness
Skills Fly +30, Intimidate +22, Perception + 22, Stealth +7 (racial modifiers: +8 Fly)

Ecology
Environment any
Organization solitary or accompanied by 2d6 Abyss Phantasms
Treasure none

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Special Abilities

Darkling Summoning (SU)
As a move-equivalent action, the Fairy Ring may summon 1d4+1 Abyss Phantasms, which appear in an adjacent square. Such creatures emerge from its central aperture in a flash of light. Summoned Phantasms receive a +2 bonus on all attack and damage rolls for 1d4 rounds after their conjuration by the Fairy Ring. The Abyss Fairy Ring can use its Summon ability as often as once per minute.

As a standard action, the Fairy Ring may destroy one or more Abyss Phantasms within 500 ft. Phantasms receive no saving throw against this effect. Each Phantasm destroyed restores 1d4x10 Hit Points to the Fairy Ring and excess HP are gained as Temporary Hit Points that fade after one minute.

Death Throes (EX)
When the Abyss Fairy Ring is slain, it explodes into a pulse of pure kinetic energy with the mega-tonnage of a tactical nuclear warhead. All creatures and objects within 500 ft suffer 19d6 force (REF DC 24 half).

Any other Abyss creatures within the burst radius recover an amount of Hit Points equal to the Force damage that would normally be inflicted.

Girlish Soul Vulnerability (EX)
The Fairy Ring, like all Abyss bio-weapons are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss Fairy Ring, and their attacks negate its Regeneration.

Nature
The Fairy Ring is the equivalent of an aircraft carrier to the enigmatic bio-weapons known as the Abyss. The Fairy Ring takes the form of a goliath hoop of electro-statically charged obsidian more than 50 ft in diameter. Like all Abyss, the Fairy Ring hovers thousands of feet in the Japanese sky, and is surrounded by a shimmering distortion haze. Flotilla of Abyss Phantasms flank the massive Fairy Ring, and new Abyss creatures emerge from the non-space at the center of the Ring at a prodigious rate. The Abyss Fairy Ring is a tear in reality, a living torii gate connecting the Earth Realm with the Abyss' homelands somewhere in an especially damned, cold corner of the Black Else.

ABYSS PHANTASM - CR 5

Huge CE Aberration (Abyss, chaotic)
XP 1,600
Init +1 **Senses** Blindsense 1500 ft, Blindsight 100 ft, Perception +0
Languages *telepathy* 500 ft

Defense
AC 24 **Touch** 16 **Flatfooted** 23 (-2 size, +1 DEX, +8 natural, +7 deflection)
HP 7d8 + 35 hp (67 HP)
Regeneration 5 (girl)
FORT +5 **REF** +5 **WILL** +1
Immune Force, mind-affecting abilities
Weakness Girlish Soul Vulnerability (see text)

Offense
Spd Flight 150 ft (perfect)
Melee two +9 gravity slams (2d8 force, 19-20/x2, 10 ft reach)
Ranged two +6 long range gravity slams (2d8 force, 19-20/x3, 50 ft range increment)
Spell-Like Abilities (CL 15th Concentration +15)
At Will – Trap the Soul (W-DC 18)
- Wall of Force

Statistics
Str 18 **Dex** 12 **Con** 18 **Int** 5 **Wis** 10 **Cha** 10
Base Atk +5 **CMB** +11 (+13 grappling) **CMD** 22 (cannot be tripped)
Feats Hover, Improved Grapple, Power Attack, Toughness
Skills Fly +19 (racial modifiers: +8 Fly)

Ecology
Environment any
Organization solitary or trio
Treasure none

Special Abilities

Girlish Soul Vulnerability (EX)
The Phantasm, like all Abyss bio-weapons are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss Phantasm, and their attacks negate its Regeneration.

Sucked Into the Abyss (SU)
If the Abyss Phantasm succeeds on a combat maneuver check made to grapple a foe its own size or smaller, it may make an additional combat

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maneuver to inflict *trap the soul* on the grappled creature. If the combat maneuver check result is higher than the DC 18 WILL Save that is the spell-like ability's default, the Abyss Phantasm uses the check result as the base save DC instead.

Creatures who have their soul trapped by the Abyss Phantasm have their bodies and gear sucked into the tarry black mass of the creature. If the Abyss Phantasm is slain, the creature's corpse and its gear are revealed. The Abyss Phantasm can have only one such creature's soul trapped at any given time. If it traps another soul, it releases the soul of the first victim, and excretes the remains and possessions of the victim.

Nature
Abyss Phantasms are the most numerous breed of Abyss living weapon. They are lighter, weaker and faster than the larger and more fearsome Abyss and serve as advanced scouts and light fighters. A single Phantasm is more than a match for an inexperienced Assault Witch, and the ebon enigmas rarely travel alone. Usually, a trinity of Phantasms hunts together.

Abyss Phantasms are glossy, flattened black diamonds with elongated facets, giving them a roughly cruciform appearance. Their sleek forms are almost a parody of human combat aircraft. Their deadly laser is emitted from the forward facing facet of the diamond, where the cockpit and nose cone would be on a human-designed fighter aircraft.

SIMILAR CREATURES

The following creatures are built upon the Abyss Phantasm stat block.

Abyss Figment – CR 3
Figment are especially weak, possibly juvenile, Abyss with the Young Simple Template applied twice. Though a little quicker than their more mature counterparts, the Phantasms, they are significantly weaker, with less developed gravity manipulation ability.

Abyss Figments are found in great numbers around an Abyss Fairy Ring, often blackening the sky in swarms of up to 30 Figments. Figments are pack hunters, and take the form of inverted obsidian pyramids of nearly human mass. They move like semi-intelligent piranha, swarming weaker foes, and coordinating their attacks until there's nothing left. Figments kill quickly, but no less horrifically for that.

Abyss Mirage – CR 8
The more powerful Abyss Mirage has 12 Hit Dice, and is significantly faster, with a Flight speed of 250 ft (perfect). On any round the Abyss Mirage takes a move action, it gains 50% concealment. The Mirage has a powerful laser, produced by gravitic lasing of ambient light.

Treat this attack as a breath weapon usable every other round in bright illumination or every 1d6 rounds in darkness or dim illumination. The gravitic laser breath weapon is a 100 x 10 ft line that inflicts 12d6 fire (REF DC 16 half).

Abyss Mirages appear as massive black orbs surrounded by a force-based point defense field that appears as a heat shimmer distorting the air around them. The jet black, darkly mirrored spheres are as featureless and dark as a moonless night, and have the approximate mass of heavy industrial truck. They move with firefly speed and physics-breaking dexterity; gravity and momentum mean nothing to these creatures. The material they are composed of vacillates between a tarry viscosity and steel hardness, moment by moment.

ABYSS QUIRK - CR 2

Small CE Aberration (Abyss, chaotic)
XP 600 (*ad hoc adjustment due to vastly superior AC and pack mentality)*
Init +8 **Senses** Blindsense 1,500 ft, Blindsight 100 ft Perception +5
Languages *telepathy* 100 ft

Defense
AC 20 **Touch** 18 **Flatfooted** 16 (+1 size, +4 DEX, +2 natural armor, +3 deflection)
HP 2d8+2 hp (11 HP)
FORT +1 **REF** +7 **WILL +0**
Immune Force, mind-affecting abilities
Weaknesses girlish soul vulnerability

Offense
Spd Flight 90 ft (perfect)
Ranged +5 abyss laser (2d6 force, 20/x2, 100 ft range increment)

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Statistics
Str 5 **Dex** 19 **Con** 13 **Int** 9 **Wis** 10 **Cha** 10
Base Atk +1 **CMB** -3 **CMD** 11
Feats Hover, Improved Initiative
Skills Fly +17, Perception +5

Ecology
Environment any
Organization swarm (2d6) or accompanying any other Abyss groupings
Treasure none

Special Abilities
Girlish Soul Vulnerability (EX)
The Quirk, like all Abyss bio-weapons are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss Quirk, and their attacks negate its Regeneration.

Nature
Abyss Quirks are the smallest and most numerous of all Abyss predators- lightning fast and nearly impossible to destroy because of it. Abyss Quirks resemble basket-ball sized tetrahedrons of gleaming obsidian. They fire beams of cold cobalt flame.

Abyss Quirks are pack hunters. They fight in huge swarms, swirling around their victims in a tornado of black glass, firing their cutting beams. A swarm of Abyss Quirks concentrates its fire on a single victim, blowing it out of the sky, before moving on to mod another unfortunate target.

ABYSS WITCH - CR 4

Medium CE Aberration (Abyss, chaotic)
XP 1,200
Init +2 **Senses** Blindsense 1,500 ft, Blindsight 100 ft Perception +10
Languages *telepathy* 100 ft

Defense
AC 18 **Touch** 15 **Flatfooted** 16 (+2 DEX, +3 natural, +3 deflection)
HP 5d8+15 hp (28 HP)
FORT +3 **REF** +10 **WILL** +4
Immune Force, mind-affecting abilities
Weaknesses girlish soul vulnerability

Offense
Spd Flight 80 ft (perfect)
Melee two +4 abyss blades (1d6+1 force, 19-20/x2)
Ranged +5 abyss laser (2d6 force, 20/x2, 100 ft range increment)
Spell-like Abilities (CL 5th, Concentration +7)
Constant – Sanctuary (W-DC 13, see text)

Statistics
Str 12 **Dex** 15 **Con** 13 **Int** 11 **Wis** 14 **Cha** 13
Base Atk +3 **CMB** +4 **CMD** 16
Feats Hover, Lightning Reflexes, Skill Focus (bluff)
Skills Bluff +12, Fly +33, Intimidate +9, Perception +10

Ecology
Environment any
Organization always solitary
Treasure none

Special Abilities
Assault Sanctuary (SP)
The Abyss Witch is under a constant *sanctuary* effect. Characters with Assault Witch Cavalier class levels suffer a penalty on WILL Saves against this effect equal to ½ their Cavalier class level. Once an Abyss Witch drops her *sanctuary* or is successfully attacked, she cannot resume the Sanctuary effect for the duration of the battle.

Deceptively Passive (EX)
The Abyss Witch is adept at distracting and disorienting Assault Witches, mostly by appearing in such a strange shape and acting so differently than other Abyss. When the Abyss Witch makes a Bluff check to feint in combat, she may choose an additional two characters with Assault Witch Cavalier class levels within range to be affected by the feint.

Girlish Soul Vulnerability (EX)
The Witch, like all Abyss bio-weapons are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss Witch, and their attacks negate its Regeneration.

Nature
Abyss Witches are a rare and little seen variant on the Abyss species, and their motives are perhaps the most open to question. Abyss Witches rarely strike first, preferring to fly silently through the sky, tracing gloriously complex contrails in the clouds.

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However, once threatened, they respond with lethal force. The big question is, are Abyss Witches content to simply fly in peace, or are they luring young Assault Witches to their doom, or distracting them from some other, unseen threat?

Abyss Witches resemble strange sculptures of a stereotypical Assault Witch composed of sharp, angular planes of glossy black chrome. Their upper halves resemble the human female form, and even have decorative fins and planes on the 'skull' resembling hair, and a curvature of the torso plating resembling small breasts. Their legs are turbine like, glowing with icy radiance.

When the Abyss Witch does fight, she projects her lasers from a black chrome sculpture of a military assault rifle, that appears instantly in her hands and disappears just as suddenly. She can project twin planes of cold blue light from each stylized 'fist', resembling paired combat daggers.

OTHER ABYSS

The most common Abyss forms are described previously, but other types appear sporadically. The most powerful of these is the Abyss Hive (CR 19)

The Abyss Hive resembles a stylized aircraft carrier made out of solidified ebony light, which pulses with vermillion energy deep within the creature's core mass. Such creatures are the flag-ship of an Abyss flotilla, surrounded by potentially hundreds of lesser Abyss. The air moans as the Abyss Hive slices silently through it.

To build an Abyss Hive, begin with a *Bone Ship (Bestiary 5)*.

Replace its Unholy Repair quality with Regeneration 5 (girl) and give it the Abyss subtype. The Abyss Hive's bone cannons inflict force damage rather than fire/bludgeoning damage and have a 500 ft range increment. An Abyss Hive has a Flight speed of 100 ft (average), and Fly +44, as well as the Hover and Fly-By Attack feats.

The resulting creature is Challenge Rating 19.

Variant: White Abyss

If your players are getting too familiar with the Abyss and their vulnerabilities, a flight of strange, White Abyss might appear in the sky rather than the familiar tarry black fliers. White Abyss are slick, smooth white versions of traditional Abyss, whose hulls have a texture somewhere between plastic and polished bone.

Any White Abyss exchanges the *Girlish Soul* vulnerability common to other Abyss for a mechanically similar *Boyish Soul* vulnerability. Male characters receive a +4 luck bonus on attacks against the White Abyss, and their attacks negate its Regeneration.

If any White Abyss comes into contact with any ordinary Abyss, the two opposite creatures annihilate each other, as with a matter/anti-matter collision. This explosion inflicts 10d6 force damage to a blast radius equal to 5 ft x the combined Hit Dice of the two annihilated Abyss/White Abyss. (REF DC 25 half)

White Abyss have the same Challenge Rating as ordinary Abyss of the same type.

Variant: Blue Abyss

Like White Abyss, Blue Abyss are a strange variant on the bio-mechanical species. Blue Abyss are gleaming, cerulean blue, with the sharp, abrupt points of ordinary Abyss terminated abruptly by angular facets. Often schools of smaller, weaker Blue Abyss trail in the wake of ordinary or White Abyss.

Blue Abyss may have either *Girlish Soul* vulnerability or *Boyish Soul* vulnerability, with an equal chance of either vulnerability.

If any Blue Abyss comes into contact with either a Black Abyss or a White Abyss, the Blue Abyss is destroyed, and the other Abyss regains Hit Points equal to the Blue Abyss' at the moment of its destructon.

Blue Abyss have the same Challenge Rating as ordinary Abyss of the same type.

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ADOLESCENT AGENT - CR 11

Medium LE Humanoid (human)
Rogue 6, Assassin 5, Marksman 1
XP 12,800
Init +4 **Senses** Lowlight vision, Perception +16
Languages Cantoneese, English, French, Japanese, Mandarin

Defense
AC 19 **Touch** 16 **Flatfooted** 15 (+4 DEX, +3 armor, +2 luck)
HP 1d10+11d8+12 hp (67 HP)
FORT +5 (+7 vs poison) **REF** +14
WILL +9
Defensive Abilities Evasion, Improved Uncanny Dodge, Trapfinding, Trap Sense +2

Offense
Spd 30 ft
Melee +9/+4 collapsible baton (1d6+1 bludgeoning, 19-20/x2)
Ranged +14/+9 black ops machine pistol (2d4+1 ballistic, 19-20/x2, 40 ft range increment, full auto)
Sneak Attack +6d6
Special Qualities Hidden Weapons, True Death, Poison Use
Power Points 2

Statistics
Str 11 **Dex** 19 **Con** 12
Int 12 **Wis** 16 **Cha** 15
Base Atk +8 **CMB** +8 **CMD** 22
Feats Combat Reflexes, Deadly Aim, Point Blank Shot, Psionic Shot, Super Kawaii, Up the Walls, Weapon Focus (black ops machine pistol)
Skills Acrobatics +17, Bluff +10, Climb +8, Craft (firearms) +6, Computer Use +9, Disable Device +9, Disguise +10, Intimidate +8, Knowledge (arcana, civics, history, local, technology) all at +12, Perception +16, Perform (sexual) +4, Pilot +6, Sense Motive +8, Stealth +20, Use Magic Device +15
Gear +1 keen black ops machine pistol of unlimited ammo, mwk. collapsible baton, +1 second skin of shadow, 1d6x potions of cure moderate wounds, lockpick gun, mwk. thieves tools, encrypted smartphone

Ecology
Environment any
Organization usually solitary, sometimes accompanying a small special operations squad
Treasure standard (including gear)

Special Abilities
Broken Doll (SU)
The Adolescent Agent is at her most beautiful when she suffers. When she is reduced to half her maximum HP or fewer (33 HP) she gains a +2 enhancement bonus to her CHA score. This bonus vanishes if she rises above 34 HP.

Canny Observer (EX)
When the Adolescent Agent make a Perception check to hear the details of a conversation or to find

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a concealed or secret object (including doors and traps), she gains a +4 bonus.

Quick Disable (EX)
The Adolescent Agent can disable a trap or alarm in half the normal time with the Disable Device skill.

Smug Loli (EX)
There's a smug gleam in the Adolescent Agent's eyes and a knowing smirk on her face. She may reroll a failed Bluff check at the checks DC-3 against a target that would be sexually attracted to her gender. The reroll is made at DC-5 if she has previously had a sexual encounter with the target of the Bluff check. The Adolescent Agent may use this ability once per day.

Nature
The Adolescent Agent is barely college aged, but she's already a veteran of nearly a decade of illegal, undocumented government service. She performs the black ops the Japanese Constitution explicitly forbids yet the nation sometimes desperately needs. The Adolescent Agent is a spy and assassin without equal, and has deployed on several missions even darker than garroting a Yakuza boss and making it look like a gangland slaying or retrieving a kidnapped Japanese citizen from North Korea. When she first entered the Agency (she never names it, an intentional omission), she was a honey-trap for pedophile occulists and oni.

Now, a decade later, the Adolescent Agent is an unreadable, consummate professional. She kills, tortures, seduces, manipulates and betrays without the slightest moral qualm. She prefers stealth and social engineering, but when she gets a kill-order, she enters combat calmly and unafraid. Nothing frightens her anymore: she executed the demon-prince that took her virginity, and quietly 'disappeared' the agency handler that set her up for that first rape just last year. As far as her Agency is concerned, her act of revenge, and the way she pulled off the perfect murder, was her 'graduation present'. Now, the Adolescent Agent's ready for the really challenging missions….

ADVENTURE LOLITA - CR 2

Small NG Humanoid (Adventure Princess, Human) Witch 3
XP 600
Init +1 **Senses** Perception +2
Languages Celestial, Japanese

Defense
AC 17 **Touch** 15 **Flatfooted** 16 (+1 size, +1 DEX, +2 armor, +3 luck)
HP 3d6-3hp (10 HP)
FORT +0 **REF** +4 **WILL** +5

Offense
Spd 20 ft
Melee +0 unarmed strike (1d3-2 non-lethal, 20/x2)
Ranged +4 heart wand (2d6 force, 19-20/x2, 50 ft, single shot)
Familiar Fox **Patron** Animals
Spellcasting Spell-Like Abilities (CL 3rd Concentration +11)
Second **–** schoolgirl's twintails, zone of truth (W-DC 18)
First **–** beguiling gift (W-DC 17), charm person (W-DC 17) *(prepared twice),* summon monster I
Zero **–** dancing lights, daze (W-DC 16), detect magic, stabilize
Spell-Like Abilities (CL 3rd Concentration +11)
At Will **–** speak with animals
3x/day – mending

Statistics
Str 7 **Dex** 13 **Con** 9 **Int** 21***Wis** 14 **Cha** 16
**includes bonus from class scholar's armlet*
Base Atk +1 **CMB** -2 **CMD** 9
Feats Spell Focus (enchantment), Super Kawaii
Skills Bluff +6, Craft (visual arts) +13, Fly +9, Heal +10, Knowledge (arcana) +11, Spellcraft +11, Use Magic Device +9
Gear mwk. heart wand, mwk. school uniform, class scholar's armlet, 2x potion of cure light wounds, smartphone

Ecology
Environment any (Lolitas can turn up in the damndest places.)
Organization solitary, pair or clique (4-6 plus other female allies of CR 2 or less)
Treasure standard (including gear)

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Slumber (SU)
The Adventure Lolita can cause a creature within 30 ft to fall into a deep, magical sleep as per the spell *sleep*. The creature receives a WILL Save to negate the effect. If the save fails, the creature falls asleep for three rounds. The hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it as a standard action.

This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Nature

Impetuous and impish, the irrepressible and irresponsible Adventure Lolita prefers subtle enchantments to direct confrontation. This young witch might be a sophomore or junior year student at one of Black Japan's occult secondary schools, or the daughter of a powerful witch or some powerful Amakaze lord or his favorite mistress. Or perhaps she was an ordinary little girl until a chance encounter with magic and mystery made her something more. Whatever her origins, the Adventure Lolita is willing to take some incredibly dumb risks to test her powers or evolve them.

The Adventure Lolita is mischievous and cunning, with a natural grifter's heart and a knack for coming up with unexpected solutions. She's cute and she knows it, and counts on her innocent adorability to keep her out of trouble. Hopefully that will be enough because there are many things out in the darkness that would love to devour her immature ovaries.

Special Abilities

Angelic Little Loli (SU)
The Adventure Lolita's innocence provides a +1 holy bonus on all saving throws against the hostile attentions of evil outsiders and undead.

Hostile creatures of those types who confirm a melee critical hit against the Adventure Lolita must succeed at a DC 11 WILL Save or be *shaken* for as long as they remain in her presence and for 1 round after they leave it. Once a creature saves against this effect, it cannot be affected by this ability again for 24 hours. The Adventure Lolita loses access to this power for 24 hours if she engages in consensual penetrative sex.

Disguise (SP)
The Adventure Lolita can change her appearance for up to three hours per day, as if using *disguise self*. These hours do not need to be consecutive, but must be spent in 1-hour increments.

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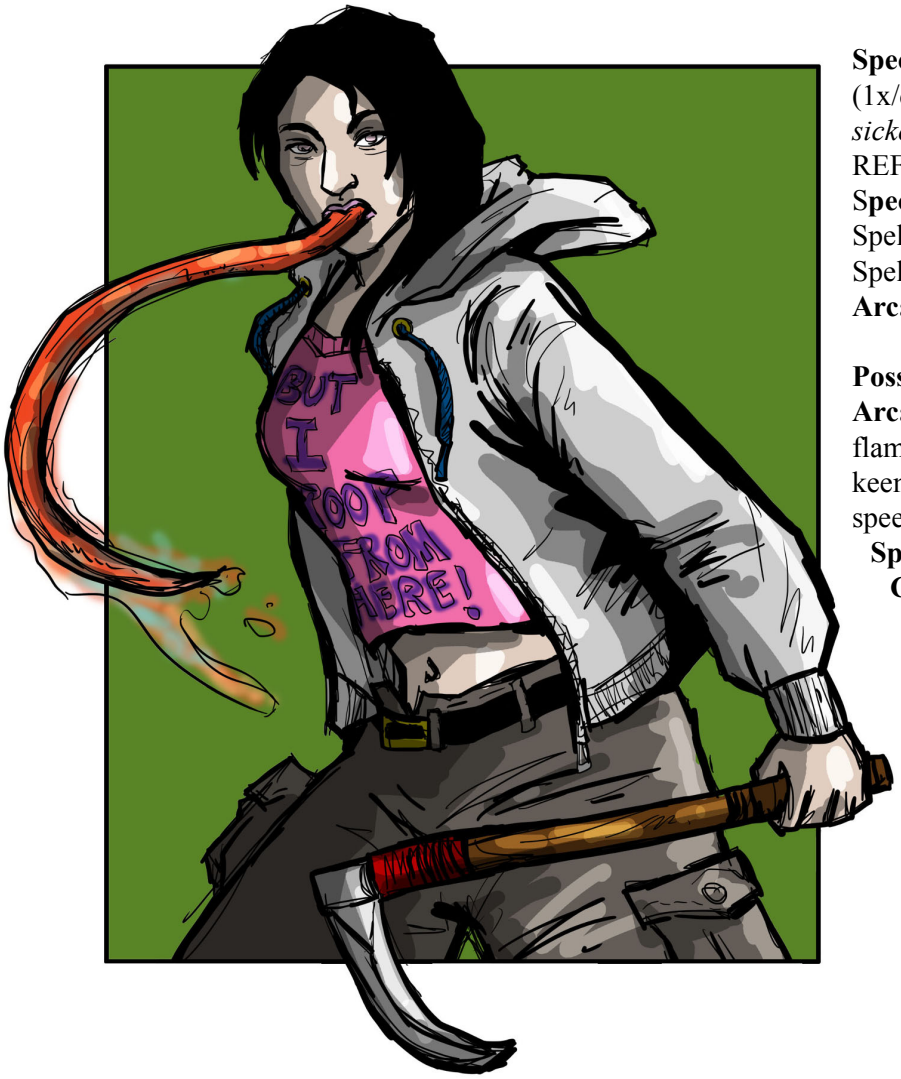

Special Attacks Foul Breath (1x/day, 30 ft line, 2d8 acid plus *sickened* for 1 minute, DC 15 REF half and negates sickened)
Special Qualities Arcane Pool, Spell Combat, Spell Recall, Spell Strike
Arcane Pool 6 points

Possible Enchantments via Arcane Pool dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed or vorpal

Spellcasting (CL 6th Concentration +12)
Second –Bladder Spike* *(prepared twice),* Bull's Strength, Darkness
First –Magic Missile *(prepared twice)*, Obscuring Mist, Vacate Bowels* (F-DC 14) *(prepared twice)*
Zero – Acid Splash, Disrupt Undead (W-DC 13), Flatulence* (F-DC 13), Open/Close, Pantysoak

ADVENTURING AKANAME - CR 5

Medium CN Undead (Akaname) Magus 6
XP 2,400
Init +2 **Senses** Lowlight vision, scent, Perception +1

Languages English, Japanese

Defense
AC 14 **Touch** 12 **Flatfooted** 12 (+2 DEX, +2 armor)
HP 6d8 hp (27 HP)
FORT +5 **REF** +4 **WILL** +6
Immune undead immunities
Weaknesses -2 on saving throws against *skatto* effects

Offense
Spd 30 ft
Melee +5 lust blade kama (1d6+1 slashing, 20/x2)

Statistics
Str 12 **Dex** 15 **Con** -
Int 16 **Wis** 13 **Cha** 10
Base Atk +4 **CMB** +5 (+7 grapple) **CMD** 17
Feats Lust Blades, Wards of Filth
Skills Acrobatics +8, Climb +10, Disable Device +9, Knowledge (local) +9, Spellcraft +12, Stealth +15
Gear mwk. kama, +1 leather jacket of shadow, amber t-shirt, handy haversack, smartphone, burglar's tools

Ecology
Environment any (native to Tokyo, Japan)
Organization usually solitary or accompanied by 1-2 Urban Akaname minions
Treasure standard (including gear)

Special Abilities
Amber T-Shirt (SU)
While wearing her enchanted, skatto-friendly T-Shirt, the Adventuring Akaname casts spells with the

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Skatto descriptor as being enhanced with the Empower and Extend Spell feats. These spells are starred in her stat-block.

However, the wearer suffers a -2 penalty on saving throws against spells and effects with the *Skatto* descriptor.

Close Range (EX)
The Adventuring Akaname can deliver ray spells that require a ranged touch attack as melee touch spells. She can use a ranged touch attack spell that targets more than one creature, but she only makes one melee touch attack to deliver one of these ranged touch effects; additional ranged touch attacks from that spell are wasted and have no effect. These spells can be used with the spellstrike class feature.

Corpophile (SU)
Akaname savor the taste of shit as a human savors fine wine. If the Adventuring Akaname is able to watch a Humanoid or Monstrous Humanoid with a CHA score of at least 11+ urinate or defecate and than sample at least a small portion of the waste within one minute becomes more alive. Her skin warms and assumes the healthy tone of living flesh; for one hour after the meal, the Adventuring Akaname cannot be harmed by channeled positive energy, and is healed by such, as if she were a living creature.

During this time, the Adventuring Akaname is also healed by channeled negative energy, as is common to undead.

Lust Blades (SU)
The Adventuring Akaname can masturbate to orgasm with the hilt of her kama, to charge the weapon with potent mystical energies. Up to twice per day, the Adventuring Akaname can masturbate ritually with her blade, a process that requires at least several minutes. The weapon remains enchanted for an hour after the Adventuring Akaname orgasms.

When making a melee attack with her *lust blade kama,* the Adventuring Akaname rolls 2d20 and takes the better result. The stat-block above assumes the Adventuring Akaname masturbated to orgasm soon before she entered battle.

Pool Strike (SU)
The Adventuring Akaname can expend 1 point from her arcane pool to charge her free hand with energy. She can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits it releases the charge and deals 3d6 points of acid damage. She can use this ability with the spellstrike class feature. If the Adventuring Akaname misses with this attack she can hold the charge for up to one minute before it dissipates.

Wards of Filth (SU)
Three times per day, the Adventuring Akaname may activate *wards of filth.* Doing so requires one minute, as she paints a warding circle from her urine and shit. This warding circle acts as a *magic circle against evil* 60 ft in diameter as a 5th level cleric. The barrier remains in existence for up to an hour, or the barrier is washed away with water or other physical means of destruction.

Alternatively, as a full round action, the Adventuring Akaname can cast any of the following spell-like abilities, as a caster of the type listed in parenthesis, at her total caster level.
Arcane Lock (sorc), *Hold Portal* (sorc) or *Sanctuary* (clr)

Nature
The Adventuring Akaname's a lot bolder and more direct than most of her undead kind. She wears her fetishes openly and proudly and among those 'in the know' she makes no secret of her undead nature. She wishes more of her kind lived openly, and she's the closest thing the quizzical Akaname race has to an undead pride movement.

The Adventuring Akaname is a greedy, sexually voracious, fun loving, thrill seeker. She's got no tolerance for zaibutsu bullshit or corporate piece-work, and as a result she's almost perpetually broke. Just about the only things she won't pawn are her occult weapons and burglary tools. She uses those a lot, and makes her living as a freelance thief, treasure hunter and low-level street criminal. However, she's loyal to her own kind, and will reluctantly step up to protect less courageous Akaname and their civilian lives, and as a result, she's always got a place to hide out in Tokyo's *Wet Alley.*

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THE AKEBEKO ESTATE

Tsu, Mie Prefecture

The Akebeko Estate has stood since the 1880s, a massive and maze-like 42 room mansion built in an elaborate German style. The Akebeko Estate is one of central Japan's most famous *ijikan* (foreign house), and a popular photography destination for tourists from around Japan. The estate's sprawling and carefully tended grounds abut the Golden Ranch Petting Zoo, and it is often difficult to tell where one begins and the other ends.

The Akebeko Estate is alive; it taught **Goro Akebeko's** hateful grandfather the secret of breeding cattle and girl and grew the clan's modest wealth to Fortune 500 levels in a generation. The estate is a **Slaveholder Mansion** that thinks and hungers; it demands the slaughter of a girl-cow in the festival kitchen every new moon, merely to assuage its appetite. The mansion demands an even higher price for more impressive magic and new secrets. Four years ago, Goro Akebeko butchered and dressed out his infant grand-daughter for the home's assistance in winning government deregulation of the Ukemochi Ranch.

Goro Akebeko's children live at the lavish estate. The most ambitious hold high positions within the company. The least ambitious is Goro's eldest son, **Itaiichi Akebeko** (CE male Tiefling Barbarian 6), a dull-witted, frat-boy monstrosity who lurks around the estate. He occasionally "works" at the Ukemochi Ranch as a slaughterer- his sadism and deliberate, brutal inefficiency both terrify and disgust the regular slaughterhouse workers. Turn him loose on a girl-cow to be butchered, and he'll take all day torturing her to death, leaving no usable meat or hide behind, tie up a slaughter chute for most of the day, and terrify the other cattle. The workers who have to clean up after his rampages hate Itaiichi almost as much as his father does.

The Akebeko Estate is expertly run by **Old Bors (Boris)** (LE male Anthro Noble 11), who was one of Ukemochi Ranch's first stud-bulls, now semi-retired as Goro Akebeko's personal butler and attendant. By either cattle or human standards, Old Bors is geriatric, yet has lost none of his strict, commanding demeanor and little of his strength. He attends to the dark mansion's needs, knows the family's many, many secrets, and acts as Akebeko's personal valet.

In return for his loyalty, the bull-like butler has been rewarded with little prerequisites: a 1953 Porsche Boxer for his errands and the sexual favors of any cattle girl he so chooses.

The Boathouse

The boathouse out behind the mansion is Itaiichi's personal playground. While his father has no moral qualms about the slaughter of women, his sadism is driven by profit, and Itaiichi's chaotic lusts disgust the old man. Those lusts are on full display in the boathouse. A preserved leather strangling cord in a glass case, once used by America's infamous *BTK Killer,* is mounted over the front door. The garrote is Itaiichi's favorite possession and a symbol of what his he's turned his private playground into.

Itaiichi has been 'playing' here since he murdered his favorite nanny at age 10. Though the staff cleans the boathouse to operating room standards after every atrocity, the walls are stained with blood. Hundreds of corpses are chopped and burned, then buried on the grounds, many of them dumped in the Akabeko clan's private, artificial lake.

The presence of so many sexually violent killings has warped the area's karma. The walls bleed when Itaiichi steps within the boat house, horrific visions flash across the eye, ghostly moaning and agonized death-screams fill the quiet air, stunning the crickets to silence. Characters with Eyrines training (any feat or trait with Eyrines in the name) suffer statistically harmless but noticeable nosebleeds: Ittachi likes to boast that it's a sign the Eyrines wants some of what he's got between his legs.

Akateko plants are common in the woods, and the most horrific kind of undead prowl the vicinity. **Gakido Walkers** and **Guro Fiends** are common, and dote on Itaiichi like he's the friend who always brings the best beer to the party.

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AKABEKO, GORO - CR 8

Large LE Monstrous Humanoid
XP 4,800
Init +2 **Senses** Perception +14**,** Darkvision 60 ft, scent
Languages Japanese, Korean, English, a few other modern languages, Aklo, Terran and Undercommon

Defensse
AC 22 **Touch** 12 **Flatfooted** 20 (-1 size, +3 DEX, +3 natural, +8 equipment)
HP 10d10 + 60 + 10 hp (125 HP)
FORT +9 **REF** +10 **WILL** +11
Immune STR score drain and damage

Offense
Spd 40 ft
Melee +18 gore (1d10 + 9 slashing) plus +19/+14 killing hammer (2d6 + 9 bludgeoning plus 1d6 fire plus trip)
Spell Like Abiliites (CL 10th – Concentration +12)
At Will – Alter Self (Japanese businessman only)
Special Attacks powerful charge (gore 3d10 + 27 slashing)
Special Qualities Stability

Statistics
Str 28* **Dex** 17* **Con** 23* **Int** 13 **Wis** 18 **Cha** 15
*with belt of physical perfection +2 included
Base Atk +10 **CMB** +20 **CMD** 32 (36 vs trip and bull rush)
Feats Cleave, Great Cleave, Kintaro, Power Attack, Toughness
Skills Knowledge (civics) +6, Knowledge (business) +11, Knowledge (religion) +6, Intimidate +12, Perception +14, Profession (rancher) +9, Swim +14
Gear Killing Hammer (+1 flaming burst warhammer), masterwork plate armor, belt of physical perfection +2 (as modern men's black leather dress belt)

Ecology
Environment usually lurking in his estate in the Mie Prefecture of Japan
Organization accompanied by bodyguards and summoned horrors
Treasure double standard, including combat gear

Special Abilities
Killing Hammer (EX)
Akabeko carries a long handled **+1 Flaming Burst hammer** with him when venturing into battle- used to break the necks of cattle since the late 1800s. Akabeko can attempt a trip attack on any target hit by the hammer as a free action; this trip attack does not provoke attacks of opportunity. The impressive, wrought iron hammer steams faintly and always smells of burning beef.

Kintaro (SU)
Once per day, as an immediate action, Akabeko can increase his STR score by 10 points for one round. This temporary enhancement stacks with other forms of enhancement for the duration of the effect. As a result of his Kintaro heritage, Goro Akabeko is immune to STR drain or STR damage.

Stability (EX)
Goro Akabeko receives a +4 racial bonus to CMD when resisting trip and bull rush attempts.

Nature
Mr. Akabeko owns the Ukemochi Ranch and nearby Golden Ranch Petting Zoo, the world's largest producer of cattle-Anthro beef in the world. Goro Akabeko presents the face of genial, pudgy Japanese man in his late 50s to the world, hiding his true

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nature behind illusion. He is a beloved figure in his hometown of Tsu, making generous donations to local schools and pro-am football leagues, as well as making the Golden Ranch Petting Zoo available to the children of a dozen surrounding communities. He usually appears with rolled up sleeves and chainsmokes incessantly, and at least according to the business news, his employees love and revere him. Even the cattle-girls he regularly kills and butchers love and respect the man as a kind of gruff but fair father figure.

Akabeko's real form is a minotaur like monstrosity fully nine feet tall and weighing nearly ¾ a ton. In his true shape, Akabeko wears a heavily modified form of samurai great armor, fashioned from the armored plating of an American Abrams main battle tank sidelined during the first Gulf War, and lacquered a shining red. His horns arch upward from the crown of his snarling face, stretching farther than the handle of his warhammer. Akabeko celebrates his wealth by adorning his curving, razor-edged horns with golden rings. He never is farther than arm's length from the impressive warhammer he calls "*Cattle Crusher*". His father and grandfather both carried this weapon into battle and Akabeko maintains the tradition. Never mind that he disemboweled his father to earn the right to carry the hammer and that he fully expects his own son to do the same to him within the next few years….

AKABEKO, ITAICHI - CR 5

Medium CE Humanoid (Tiefling) Barbarian 6
XP 1,600
Init +2 **Senses** Darkvision 60 ft, Perception +1
Languages Abyssal, Aklo, English, Japanese

Defense
AC 16 **Touch** 12 **Flatfooted** 14 (+2 DEX, +4 armor)
HP 6d12 + 18 hp (63 HP)
FORT +8 **REF** +4 **WILL** +6
Defensive Abilities Improved Uncanny Dodge, Trapsense +2

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Offense
Spd 40 ft
Melee two +11 claws (1d4+5 slashing, 20/x2), +16 Heavy Captive Bolt Gun (1d12+8 piercing, 20/x4)

Statistics
Str 20 **Dex** 15 **Con** 16 **Int** 9 **Wis** 12 **Cha** 11
Base Atk +6 **CMB** +11 (+13 bull rush) **CMD** 23
Feats Improved Bull Rush, Power Attack, Weapon Focus (Heavy CBG)
Skills Handle Animal +9, Intimidate +10, Profession (butcher) +2, Survival +9
Gear *+1 studded leather, +3 Heavy Captive Bolt Gun*, 2x potions of cure critical wounds, smart phone, felony weight drugs

Ecology
Environment any land (lounging around Matsusaka)
Organization solitary or accompanying his father
Treasure standard (including gear)

Special Abilities
Fiendish Sprinter (EX)
Thanks to his bull-like hooves, Itaiichi gains a +10 ft racial bonus when using the charge, run or withdraw actions.

Rage (EX)
Itaiichi Akabeko can rage for up to 17 rounds per day.
While raging Itaiichi gains a +4 morale bonus to STR and CON as well as a +2 morale bonus to WILL Saves. He takes a -2 penalty to Armor Class. He receives 2 HP per Hit Dice (12 HP), but these disappear when the rage ends and are not lost first like temporary HP. Itaiichi cannot use any CHA DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration.

Itaiichi can end his rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

While raging, Itaiichi has access to the following special powers.

- *Knockback (EX):* Once per round, Itaiichi can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes 6 damage and is moved back as normal. Itaiichi does not need to move with the target if successful. This does not provoke an attack of opportunity.
- *Powerful Blow (EX)* Itaiichi gains a +2 bonus on a single damage roll. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.
- *Roused Anger (EX):* Itaiichi may enter a rage even when fatigued. While raging after using this ability, Itaiichi is immune to the fatigued condition. Once this rage ends, Itaiichi is exhausted for 10 minutes per round spent raging.

Changes to Itaiichi Akabeko's Statblock While Raging
AC 14 **Touch** 10 **Flatfooted** 12
HP 6d12 +30 hp (75 HP)
FORT +10 **REF** +4 **WILL** +8
Melee two +13 claws (1d4+7 slashing, 20/x2), +18 Heavy Captive Bolt Gun (1d12+10 piercing, 20/x4)
CMB +13 **CMD** 25

Nature
Itaiichi Akabeko is the oldest and most worthless of *Goro Akabeko's* many children. He is a sociopath man-child who spends his nights snorting enough cocaine to kill three mortal men and his days passed out in the Akabeko clan's estate in Tsu. Occasionally, he wakes up early enough to do some work at the family slaughterhouse- he considers torturing cattle-women for hours upon hours and collecting a multimillion dollar annual salary from the family business 'work'. As far as he's concerned, he's the only member of the whole fucking family living up to Grandfather's example, and if they're too blind to see that, maybe he should take one of the family's captive bolt guns to their fucking skulls.

Itaiichi Akabeko resembles a Japanese man, except that he's well over 6 ft and far over 300 lbs; he has the body of an NFL quarterback and half the wit. His feet end in bull's hooves, his genitals are similarly bestial. He doesn't talk much, except to shout orders at anybody he considers his social inferior. His whims are always brutal and if you cross him or disrespect him, he'll kill you. Unearned wealth and equally unearned, demonic strength have made him a monster.

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ASSAULT WITCH - CR 5

Medium LG Human Caviler (Assault Witch archetype) 5
XP 1,600 (ad hoc adjustment due to excellent gear)
Init +3 **Senses** Perception +1
Languages English, Japanese

Defense
AC 16 **Touch** 13**Flatfooted** 13 (+3 DEX, +3 armor)
HP 5d10+10 hp (42 HP)
FORT +5 **REF** +4 (+6 in flight)
WILL +2

Offense
Spd 30 ft Flight 80 ft
Melee +5 tanto (1d8 slashing, 20/x2)
Ranged +10 tail guns (2d8+2 ballistic, 20/x2, 75 ft range increment, full auto)
Special Qualities Airplane Girl, Banner, Challenge

Statistics
Str 9 **Dex** 17 **Con** 14 **Int** 12 **Wis** 12 **Cha** 16
Base Atk +5 **CMB** +4 **CMD** 17
Feats Lightning Reflexes, Skill Focus (fly) Steel Angel, Swap Places
Skills Craft (mechanical) +9, Diplomacy +11, Fly +14, Knowledge (history) +9, Profession (JSDF) +9
Gear mwk. tanto, 105th JOG Flight Jacket *(+2 parade armor of arrow/bullet deflection),* smart phone, 2x potions of *cure light wounds*, 1x potion of *military flight*

Ecology
Environment any (stationed at Misawa air base, in Amori Prefecture)
Organization solitary, pair, or wing (accompanied by 2-3 other Assault Witches, Combined Fleet Gunners, and a 10th – 12th level Caviler (AW archetype) officer)
Treasure standard (including combat gear)

Special Abilities
Airplane Girl (SU)
Assault Witches are trained to embody the speed, power and grace of Japan's greatest warplanes. With a patriotic cry, the Assault Witch strips away her uniform, her legs and thighs becoming steel and aluminum. When fully transformed, the young girl is almost naked, except for the warplane components sheathing her legs like a vixen's lacy stockings.

It requires a full round action to transform into an Airplane Girl, and the Assault Witch can maintain this transformation as long as desired, but returns to her true form if unconscious, sleeping or slain.

While in Airplane Girl form, the Assault Witch's legs become bio-mechanical analogues from the thighs down, and the Assault Witch gains a Flight speed of 80 ft. She can only fly while carrying a medium load or wearing Light or Medium armor.

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Banner (EX)
The Assault Witch wears a flight jacket emblazoned with a colorful squadron patch that serves the same function as a traditional caviler's banner. As long as this banner is clearly visible, all allies within 60 ft gain a +3 bonus on saves against fear, and a +2 bonus on all attack rolls made as part of a charge.

Lion Squadron Call (SU)
As a standard action, the Assault Witch can give an encouraging speech, which grants all allies a competence bonus equal to her CHA modifier (+3) on their saving throws and a +1 competence bonus on attack rolls for 5 rounds. If any ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

Lion Squadron Challenge (EX)
Whenever the Assault Witch issues a challenge, she receives a +2 dodge bonus to AC against attacks made by the target of her challenge.

Ranged Challenge (SU)
When the Assault Witch activates her challenge class feature, it applies to ranged rather than melee attacks.

Strafing Run (EX)
Death from above! The Assault Witch is especially dangerous in the air. She never provokes attacks of opportunity for wielding a ranged weapon while in a threatened square as long as she is airborne. When airborne, increase the damage die size (2d8 to 2d10) of all ranged weapons she wields when making attacks against non-flying targets.

Steel Angel (SU)
While the Assault Witch is flying, she receives a +1 holy bonus on ranged attack and damage rolls and her ranged attacks are considered good aligned. This bonus damage is already figured into her ranged attack line.

Tactician (EX)
The Assault Witch can share any teamwork feat she possesses with all allies within 30 ft as a standard action. Allies retain this feat for up to 5 rounds, and do not need to meet the prerequisites of these bonus feats. The Assault Witch can use this ability up to three times per day.

Tail Guns (SU)
Once per day, as a swift action, the Assault Witch can imbue her guns with the **Eyrines quality**. While so enhanced the weapons receive a cumulative +1 bonus to assault and damage for each sentient being the target has sexually assaulted (maximum +10 bonus). This enhancement lasts until the end of the encounter.

Nature
The Assault Witch is a young flier, stationed at Misawa air base in far northern Japan. This bright, patriotic young woman enlisted right after college, and did well enough as a soldier she was quickly accepted for mystical flight training. She and the other women in her squadron are tasked with protecting Japan's skies from adversaries both human and demonic- currently, their most pressing concern is stopping the rising tide of *Abyss* assaults. When they get a scramble alert, the Assault Witches take to the sky in seconds, and with their speed and maneuverability can be anywhere in Japan or the surrounding waters within a few hours.

SIMILAR CREATURES

The following creatures are built on the Assault Witch stat-block.

Assasult Witch Moe Warbird – CR 5
The Assault Witch Moe Warbird is a Doujinishi incarnated from one of Japan's sleekest warplanes. She's the living spirit of an F-22 Raptor: efficient, arrogant and techno-savvy, with a disturbing relish for high speed bombing runs. She's fiercely competitive and fearless, and while she's one the squadron's aces, she can be a bit of a bully to new members, as well as anybody she feels isn't pulling their own weight.

Make the following changes to the Assault Witch's stat-block.

- The Assault Witch Moe Warbird's type is Outsider (native, Doujinishi). She gains Doujinishi racial traits including the *Moe Warbird* alternate racial trait.
- Her flight speed is 105 ft and her maneuverability is unchanged.
- Remove her Steel Angel quality and feat.

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- Her skill ranks are changed as follows: Craft (mechanical) +11, Fly +18

Assault Witch Strike Kitten – CR 5

The Assault Witch Strike Kitten is a specially engineered breed of brave cat-girl fighter pilot. She's a little bolder and more combative than the norm for her race, but still somewhat dim-witted compared to a human fighter. She serves as a close in support gunner and radio-girl for an Assault Witch squad. The coloration and styling of her air-craft leggings calls to mind an F-14 Tomcat, something she's inordinately proud of.

You might wish to swap out her default weapons for a heavy machine gun or military-grade energy weapon, to take better advantage of her *Anti-Abyss Training*.

Make the following changes to the Assault Witch's stat-block.

- The Strike Kitten's type is Humanoid with the Nekomusume subtype. She gains Nekomusme racial traits, including the *Strike Kitten* alternate racial trait and the *Radar Tail* trait.
- The Strike Kitten gains the *Anti-Abyss Training* trait, providing a +1 morale bonus on attack rolls against targets with the Abyss subtype.
- The Strike Kitten gains the Super Kawaii feat and a +4 luck bonus to AC when nude or revealingly dressed. Her AC becomes 20, touch AC 17, flatfooted AC 17.
- Remove her Steel Angel quality and feat.
- Reduce her WILL Save to +1.
- Her skill ranks are changed as follows: Craft (mechanical) +7, Diplomacy +13, Knowledge (history) +8, Profession (JSDF) +8

ASSAULT WITCH FLIGHT SURGEON - CR 1

Medium NG Human Caviler (Assault Witch archetype) 1, Cleric (Amaretsu) 1
XP 400
Init +2 **Senses** Perception +2
Languages Celestial, Japanese

Defense
AC 14 **Touch** 12 **Flatfooted** (+2 DEX, +2 armor)
HP 1d10+1d8 hp (15 HP)
FORT +4 **REF** +2 **WILL** +4

Offense
Spd 30 ft Flight ft
Melee +2 tanto (1d8+1 slashing, 20/x2)
Ranged +3 Glock 17 (2d6 ballistic, 20/x2, 30 ft range increment, semi-auto)
Special Qualities Airplane Girl, Banner, Challenge, Domains (air, community)
Spellcasting (CL 1st Concentration +7)
Zero Level *– guidance, stabilize, virtue*
1st Level *–bless, cure light wounds, divine favor*

Statistics
Str 12 **Dex** 15 **Con** 11 **Int** 12 **Wis** 15 **Cha** 10
Base Atk +1 **CMB** +2 **CMD** 14
Feats Combat Casting, Lookout, Skill Focus (heal), Surgery
Skills Computer Use +2, Diplomacy +6, Fly +6, Heal +8, Knowledge (arcana, history) all at +6, Profession (JSDF) +6, Sense Motive +6
Gear tanto, mwk. school uniform, Glock 17, 2x spare clips, smartphone, mwk. first aid kit, mwk surgical kit

Ecology
Environment any (stationed at Misawa air base)
Organization usually accompanying 1d4+1 Assault Witches or Combined Fleet Girls
Treasure standard (including gear)

Special Abilities
Airplane Girl (SU)
As the Assault Witch's ability, save the Assault Witch Flight Surgeon's speed is 60 ft.

Calming Touch (Sp)
The Assault Witch Flight Surgeon can touch a creature as a standard action. Doing so heals it of 1d6+1 points of nonlethal damage, and removes the fatigued, shaken or sickened conditions. She can use this ability up to 5x/day.

Lion Squadron Challenge (EX)
Whenever the Assault Witch Flight Surgeon issues a challenge, she receives a +1 dodge bonus to AC against attacks made by the target of her challenge.

Lightning Arc (Sp)
As a standard action, the Assault Witch Flight Surgeon can unleash an arc of electricity as a ranged touch attack with a 30 ft range. This arc inflicts 1d6 points of electrical damage; the Flight Surgeon can use this ability up to 5x/day.

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Ranged Challenge (SU)
When the Assault Witch activates her challenge class feature, it applies to ranged rather than melee attacks.

Nature
The Flight Surgeon joined the JASDF right out of high school, passing up the medical career her parents expected. However, once she was enlisted, she discovered a talent for sky-sorcery, and unexpected reserves of courage. The Flight Surgeon acts as a medic for an Assault Witch squad, and uses her speed and maneuverability for search and rescue missions when needed. She carries a Glock she usually keeps holstered and a pair of medic bags that see plenty of use. The Assault Witch Flight Surgeon is barely 20 years old and is an Airman 1st Class in the Japanese Air Self Defense Force.

ASSAULT WITCH SQUADRON LEADER - CR 14

Medium LG Human Sorceress (Celestial bloodline) 9/Cavilier (Assault Witch archetype) 5
XP 38,400 *(ad hoc adjustment due to superior gear)*
Init +2(+4 when airborne) **Senses** Perception +15
Languages Auron, Celestial, English, Japanese, Russian

Defense
AC 20 **Touch** 13 **Flatfooted** 17 (+2 DEX, +1 dodge, +7 armor)
HP 9d6+5d10 +14 hp (69 HP)
FORT +8 **REF** +8/+10 flying **WILL** +10
Resist Acid 10, Cold 10
Immune environmental cold

Offense
Spd 30 ft Flight 90 ft (good) Travel Speed Mach 1.5
Melee +10/+5 tanto (1d8+2 slashing, 20/x2)
Ranged +11/+6 tail guns (2d8+2 ballistic, 20/x2, 75 ft range increment, full auto)
Special Qualities Airplane Girl, Banner, Challenge
Spellcasting (CL 9th Concentration +14)
Fourth (5 slots) **-** ice storm, summon monster IV
Third (7 slots) **–** fireball (R-DC 18), magic circle against evil, personified gun
Second (7 slots) – daze monster (W-DC 16), infinite ammunition, scorching ray, resist energy
First (7 slots) **-** bless, burning hands (R-DC 16), flare burst (W-DC 16), mage armor, magic missile, summon monster I
Zero **-** acid splash, dancing lights, daze (W-DC 14), flare (F-DC 15), inspection ready, mending, ray of frost, spark

Statistics
Str 12 Dex 15 **Con** 13 **Int** 12 **Wis** 16 **Cha** 19
Base Atk +8 **CMB** +9 **CMD** 25
Feats Armor Proficiency (light), Defensive Combat Training, Dodge, Fly-By Attack, Lightning Reflexes, Lightning Stance, Mobility, Skill Focus (Fly), Steel Angel, Spell Focus (evocation), Weapon Proficiency (simple, martial), Wind Stance
Skills Knowledge (arcana, history, tactics) all at +6, Fly +18, Spellcraft +14, Perception +15
Gear 105th JOG Flight Jacket, 105th JOG Panties, Raptor Leggings, +1 tanto, smartphone

Ecology
Environment any (stationed at Misawa AFB, in Northern Japan)
Organization solitary, pair or wing (3d6) sometimes accompanied by senior human officers (high level fighter/rangers or Powered Heroes) or commanding an Assault Witch Squadron (herself, plus 1d6 Assault Witches + 1 Assault Witch Flight Surgeon)
Treasure non-standard (including combat gear)

Special Abilities
Airplane Girl (SU)
As Assault Witch stat-block.

Banner (EX)
As Assault Witch stat-block

Bloodline Arcana (SU)
When the Assault Witch Squadron Leader casts a spell of the summoning subschool, the creature summoned gains DR 4/evil.

Heavenly Fire (SP)
As a standard action, the Assault Witch Squadron Leader can unleash a ray of heavenly fire as a standard action, targeting a creature within 30 ft as a ranged touch attack. Against evil creatures this ray inflict 1d4+4 points of damage. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures for a similar amount; a good creature cannot benefit from your

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heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect. The Assault Witch Squadron Leader may use Heavenly Fire seven (7) times per day.

Lightning Stance (EX)
When making a double move or using the withdraw action, The Assault Witch Squadron Leader gains 50% concealment for 1 round.

Lion Squadron Call (SU)
As a standard action, the Assault Witch can give an encouraging speech, which grants all allies a competence bonus equal to her CHA modifier (+4) on their saving throws and a +1 competence bonus on attack rolls for 5 rounds. If any ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

Lion Squadron Challenge (EX)
As Assault Witch stat-block.

Panchira (SU)
Thanks to her panties, on any round the Assault Witch Squadron Leader moves at least 20 ft, all creatures within 30 ft of her at any point in the movement suffers a -2 penalty on WIS-based skill checks and a -1 penalty on WILL Saves for one round, due to the distraction she causes.

Ranged Challenge (SU)
When the Assault Witch activates her challenge class feature, it applies to ranged rather than melee attacks.

Strafing Run (EX)
As Assault-Witch stat-block.

Steel Angel (SU)
While the Assault Witch is flying, she receives a +1 holy bonus on ranged attack and damage rolls and her ranged attacks are considered good aligned. This bonus damage is already figured into her ranged attack line.

Tactician (EX)
As Assault Witch stat-block.

Tail Guns (SU)
As Assault Witch statblock.

Wings of Heaven (SU)
The Assault Witch Squadron Leader can unfurl heavenly, feathered wings and use them to gain Flight 60 ft (good). She may use this ability for up to 9 minutes per day, in one minute increments.

Nature
In contrast to the exuberant teenaged or preteen fliers under her command, the Assault Witch Squadron Leader is a mature, career military pilot in her late thirties. She has been an occult soldier, serving the Japanese Self Defense Forces as an *anti-mage* and *anti-oni* expert since she turned 18, and her latest assignment, with the Assault Witches is her latest chance at glory and honor. She is serious and driven, with a firm knowledge of military tactics and confidence in her training and the sorcery in her blood. She drives her Witches hard, pushing them to excel at their training, but is tolerant of the occasional breach of military discipline. She knows how teenagers can be- even supernatural ones.

The Assault Witch Squadron Leader is equipped with highly coveted magic items, including an enchanted flight jacket that provides superior bullet proofing, and a set of grey steel Raptor Leggings that increase her in-air speed and maneuverability. During battle, she is fiercely protective of the younger Assault Witches under her command, and will take hard hits to protect them. She fights like the living joint strike fighter that she is- where a hardtech warplane would use chaff and flares to defend itself, she uses sorcery in the same manner. Most of her spells are combat oriented and spectacular- fire and force and speed incarnate.

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AZUKIBABAA CHEF - CR 7

Large NE Monstrous Humanoid
XP 3,200
Init -2 **Senses** Lowlight vision, scent, Perception +12
Languages Japanese

Defense
AC 16 **Touch** 7 **Flatfooted** 16 (-1 size, -2 DEX, +6 natural, +3 armor)
HP 8d10+88hp (132 HP)
Regeneration 5 (acid, fire)
FORT +16 **REF** +0 **WILL** +7
Immune poison

Offense
Spd 30 ft
Melee +12/+7 cleaver (1d8+2 slashing, 18-20/x3)

Statistics
Str 19 **Dex** 7 **Con** 30 **Int** 11 **Wis** 13 **Cha** 12
Base Atk +8 **CMB** +13 **CMD** 21
Feats Cleave, Intimidating Prowess, Skill Focus (profession: chef), Toughness, Power Attack
Skills Intimidate +16, Perception +12, Profession (chef) +14, Survival +12
Gear +1 keen cleaver, mwk leather armor (apron), smartphone

Ecology
Environment any urban (most common near the Ukemochi Ranch or the Bethany Bliss restaurant in Tokyo)
Organization solitary, or accompanying 2d6 Ukemochi Ranch Slaughterers and assorted cattle-girls
Treasure cleaver *(+1 keen shortsword with the deadly property*)

Special Abilities
Bone and Viscera Ground and Chopped (EX)
Once per round, as an immediate action after a successful melee attack, the Azukibabaa Chef may twist her cleaver in the wound to worsen the gore. Doing so allows the Azukibabaa Chef to roll damage dice an additional time and add this damage to the total. Both base damage and damage from this ability are counted as a single source of damage for the purpose of overcoming Damage Reduction. This additional damage is not multiplied on a critical hit.

Cleave Open the Guts (EX)
When the Azukibabaa Chef hits a target with her cleaver she may choose not to inflict conventional damage. She must use this ability prior to rolling damage. Instead, she inflicts Bleed 1d6 as well as the *nauseated* condition on the target; each round the target can attempt a new DC 18 FORT Save to end the effect.

If the Azkuibabaa Chef activates both this and her *Bone and Viscera Ground and Chopped* special ability on the same attack, she can inflict Bleed 1d6 and *nausea* as well as inflicting normal damage.

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Nature
Azkuibabaa Chefs are worm-pale *oni* hags much more clever than typical of the monstrous hordes that prowl the wasted places of the Tatakama. These sadistic, three meter tall hags display a talent for cannibal butchery at an early age- usually by skinning, gutting and preparing one of their stupider siblings for their parents' dinner one endless evening. Oni lords will pay handsomely to hire the services of a well known Azkuibabaa Chef with a reputation for excellence, violence, sadism and the kind of cultured palette only one of Hell's elite could truly appreciate.

Azkuibabaa Chefs are relatively cultured as *oni* go. They can converse endlessly about fine dining, haute cuisine and the proper butchery of intelligent livestock. They are adherents of the school of cannibalistic cookery that the more the animal suffers before it bleeds out, the better the meat tastes. They especially love child-flesh, the younger the better, pride themselves on their ability to make a creature suffer for days before the kill stroke.

Azkuibabaa Chefs take equally enormous pride in their appearance, wearing precisely pressed, startched chef whites and a leather apron tanned from the hide of one of their most memorable meals. Like all oni, their faces are twisted and hostile, but they hide the worst of their demonic nature beneath layers of whorish makeup and bright sugary lipstick.

BEAUTIFUL WINGED BOY - CR 2

Medium NG Outsider (Air, Kami, Native, Shapechanger) Sorcerer (celestial) 3
XP 600
Init +2 **Senses** Lowlight vision, Perception +0
Languages Celestial, Japanese

Defense
AC 21 **Touch** 17 **Flatfooted** 19 (+2 DEX, +5 luck, +4 armor*)
HP 3d6 +3 hp (16 HP)
FORT +2 **REF** +3 **WILL** +3
Resist Acid 5, Cold 5

Offense
Spd 30 ft Flight 50 ft (good)
Melee +0 sickle (1d6-1 slashing, 20/x2)
Ranged +3 ranged touch heavenly fire (1d4+1 divine, 20/x2, 30 ft max range)
Spellcasting (CL 3rd Concentration +8)
Zero - (3 slots) Dancing Lights, Light, Myo Myo Kun[E], Resistance, Tweet
First - (7 slots) Alter Winds, Bless, Mage Armor*, Magic Missile
E = Enchantments of Black Tokyo
**included in statistics above*
Spell-Like Abilities (CL 3rd Concentration +8)
At Will – Beast Shape I (birds only)
1x/day – Simultaneous Cat's Grace and Eagle's Splendor (self only)

Statistics
Str 9 **Dex** 14 **Con** 12 **Int** 15 **Wis** 10 **Cha** 21
Base Atk +1 **CMB** +0 **CMD** 12
Feats Eschew Materials, Super Kawaii, Yosei Transformation
Skills Bluff +13 (+15 vs males), Heal +6, Fly +12, Use Magic Device +8
(racial modifiers: +2 Acrobatics, +2 Bluff, +4 Fly)
Gear sickle, smartphone, wand of *cure light wounds,* wand of *mage armor*

Ecology
Environment any urban
Organization usually solitary
Treasure standard (including gear)

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The Beautiful Winged Boy can use this ability up to eight times per day. A good creature can only benefit from this ability once per day.

Nature

He is an utterly gorgeous young Asian male, with a lean and perfect body. The gull-like wings spread wide from his shoulder blades, and his long, shaggy hair only adds to his exotic beauty. As a young prince of the Celestial realms, the Beautiful Winged Boy is a miraculous and unique visitor to Black Japan. He is a basically good being, but rather selfish and immature.

The Beautiful Winged Boy rarely directly challenges evil- he'd rather buy the drinks and act as an encouraging patron for the handsome young men he sponsors in their fight against evil. He can be moved to unexpected degrees of compassion, using his healing magic to save the lives of innocents and the men he loves. When confronted with true mortal suffering, he wipes away tears and finds vast resolves of inner iron.

The Beautiful Winged Boy is a shapeshifting bird spirit. He soars as a large silver gull through Tokyo's dirty skies far more often than he does in his angelic true form. Flight, in either form, is his foremost pleasure. He prefers other flying men as lovers, especially more adventurous fellow Kami or human occultists.

Special Abilities

Bishonen (EX)

The Beautiful Winged Boy receives a +2 trait bonus on sexually oriented Bluff and Diplomacy checks against other males.

Heavenly Fire (SP)

The Beautiful Winged Boy can unleash a ray of heavenly fire as a ranged touch attack with a 30 ft maximum range. Against evil creatures this inflicts 1d4+1 damage. This damage is divine and not subject to energy resistance or immunity. It heals good creatures for equivalent HP; it neither harms nor heals neutral creatures.

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BETOBETO-SAN - CR 4

Medium NE Undead
XP 1,200
Init +0 **Senses** Blindsight 120 ft, Perception +11

Languages understands Japanese but cannot speak
Aura Aura of Fear (20 ft, targets become *shaken,* DC 16 WILL negates)

Defense
AC 14 **Touch** 10 **Flatfooted** 10 (+4 natural)
HP 5d8+5 hp (28 HP)
FORT +1 **REF** +1 **WILL** +9
Immune undead immunities
Weaknesses Sunlight Powerlessness
Offense
Spd 30 ft
Melee two +3 slams (1d6 bludgeoning, 20/x2)
Spell-Like Abilities (CL 5th Concentration +7)
3x/day – Dimension Door
1x/day – Spider Climb

Statistics
Str 11 **Dex** 10 **Con - Int** 13 **Wis** 16 **Cha** 12
Base Atk +3 **CMB** +3 **CMD** 13
Feats Iron Will, Skill Focus (stealth), Step Up
Skills Perception +11, Stealth +10 (+14 in urban environments), Survival + 11

Ecology
Environment any urban
Organization always solitary
Treasure incidental

Special Abilities
Crowd Walker (EX)
The Betobeto-San can maneuver at full speed through crowds and urban terrain.

Footsteps Behind You (SU)
Betobeto-San stalk a single victim to the exclusion of all else. As a full round action, the Betobeto-San can designate a single living creature visible to it as its prey. The Betobeto-San becomes aware of the prey's name, its address (or location of its primary lair), and school or place of employment, as well as pertinent phone numbers and email addresses. When the prey-bond is formed, the prey may attempt a DC 16 WILL Save to prevent the Betobeto-San from learning this information about it, if it is aware of the creature's intent. The prey must make this save each night at dusk until the Betobeto-San is slain or chooses new prey.

The Betobeto-San is always considered to be flanking its specified prey, and receives a +10 profane bonus on Stealth checks against its prey, as well as Survival checks made to track the prey.

This is considered a 5th level divination effect. The save DC is WIS based.

Sunlight Powerlessness (EX)
Betobeto-San are powerless in natural sunlight (not merely a daylight spell) and flee from it. A Betobeto-San caught in sunlight cannot attack and is staggered.

Nature
Betobeto-San are the 'footstep, footstep men'- ancient ghouls common to both the Tatakama and Black Japan. Betobeto-San are the broken souls of lust murderers, stalkers and obsessives. Their preferred prey are women who resembled the women they lusted after or tormented in life, but they occasionally prey on solitary children. Betobeto-San are true cowards and only ever hunt men when the odds are clearly in their favor- drunk salarimen staggering home alone and feeble old men are their preferred male victims.

Betobeto-San are physically frail and no swifter than an average human, but they are cunning and implacable hunters. They do not tire, and never give up the hunt once they designate a victim. They can learn everything about a victim's life in a single glance, and they use this knowledge to attack their prey when she is most vulnerable. A favorite tactic is an initial assault meant only to terrify or confuse- when the victim returns to a home she thinks is safe, she finds the Betobeto-San has beat her there, and is waiting in the darkness.

Betobeto-San look like a man in an unspectacular black business suit from a distance. Up close, however, it becomes obvious the Betobeto-San's facial features have been completely erased, leaving only a smear of pale flesh emerging from the darkness of their clothes. They wear no shoes. The only sound the creatures ever make is the soft, repetitive thud of their footfall.

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BLACK ISSUNBOSHI - CR 3

Small CE Aberration
XP 800
Init +4 **Senses** Darkvision 90 ft, lowlight vision, scent, Perception +7
Languages Aklo, Japanese

Defense
AC 20 **Touch** 16 **Flatfooted** 15 (+1 size, +4 DEX, +1 dodge, +4 natural)
HP 4d8 -4 hp (16 HP)
FORT +0 **REF** +5 **WILL** +6

Offense
Spd 30 ft Climb 30 ft
Melee two +8 claws (1d4+4 slashing, 20/x2) plus +6 bite (1d6+4 piercing, 20/x3 plus *Black Issunboshi Poison*)

Black Issunboshi Poison *(EX) Bite- injury; save FORT DC 13; frequency 1x/round for 6 rounds; effect 1d2 DEX; cure 3 saves*

Special: *Creatures suffer a penalty on their FORT Saves against Black Issunboshi Poison equal to their size penalty to Armor Class/attacks.*
Special: *Creatures poisoned by Black Issunboshi Poison cannot claim a size bonus to CMB or CMD until the poison is cured or runs its course.*
Ranged two +8 lashes (1d4+4 slashing, 19-20/x2 plus trip, 10 ft maximum range)

Statistics
Str 18 **Dex** 19 **Con** 9 **Int** 7 **Wis** 14 **Cha** 5
Base Atk +3 **CMB** +6 (+8 trip) **CMD** +20
Feats Combat Reflexes, Dodge, Greater Trip[B], Improved Trip[B]
Skills Climb +17, Perception +7, Stealth +15 (racial modifiers: +8 Climb)

Ecology
Environment any undergrounds or ruins (prefers Chiba and Tokyo prefectures)
Organization solitary, trio or gang (4-10)
Treasure standard

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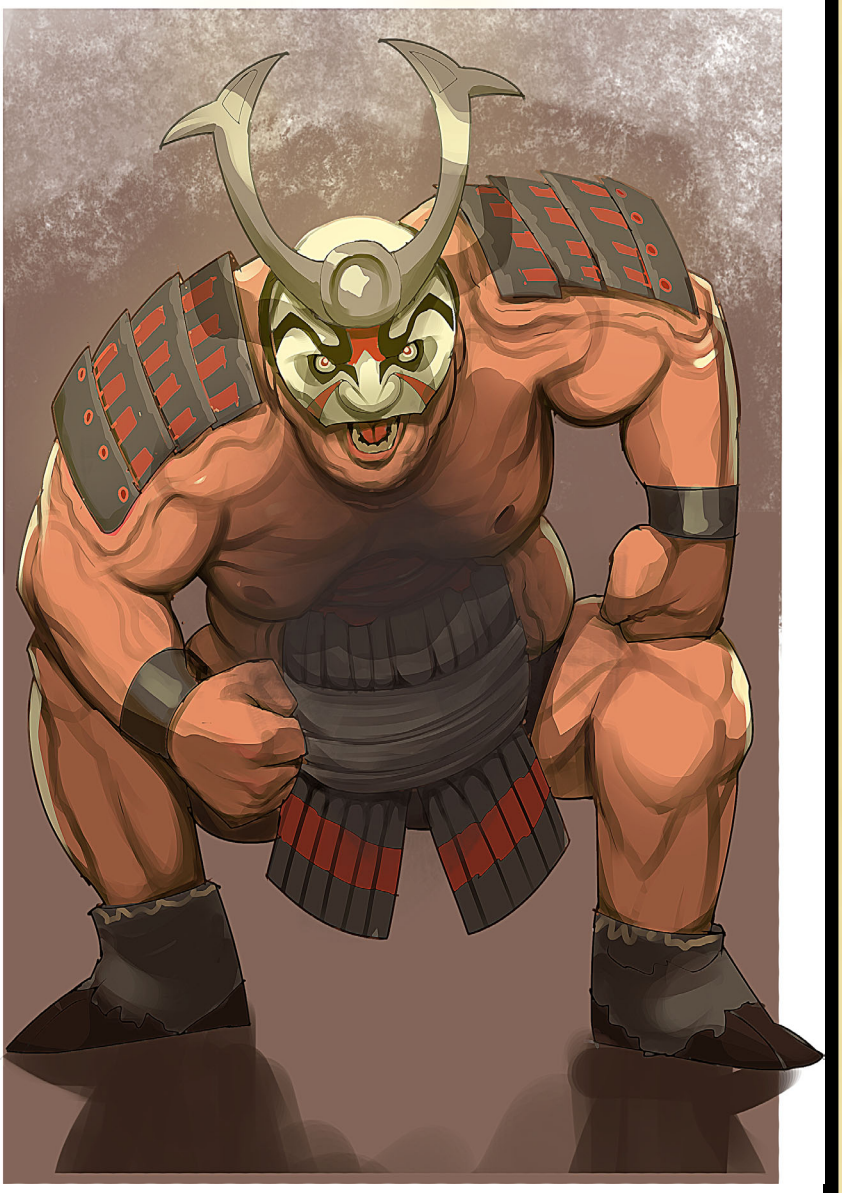
Nature
The nasty, jealous little *oni* called Black Issunboshi take their name from the traditional folk-tale of the One Inch Boy, one of mythic Japan's greatest heroes. Unlike One Inch Boy, these stunted little oni are not helpful, kind or compassionate. Instead, Black Issunboshi are spiteful and consumed by jealousy over creatures larger, healthier or more beautiful than themselves.

Black Issunboshi are a tangle of twisted limbs and fleshy tendrils erupting from a torso that looks like that of a starving infant. A Black Issunboshi's face is that of an adult man's, cruel and sardonic.

When a Black Issunboshi fights, it lashes out with its whip-like tendrils and favors wrenching victims off their feet. They clamber wildly over downed victims, punching and biting in a frenzy. While attacking, the Black Issunboshi capers wildly, hurling vile insults at its prey. It attacks a victim's physique, its weight, and its fighting prowess. The creature always attacks the largest, strongest and healthiest target first.



BLACK SUMO - CR 12

Large NE Outsider (evil, Ironclub Oni, native) Combatant 13
XP 25,600
Init +1 **Senses** Darkvision 60 ft, Perception +3
Languages Draconic, Goblin, Japanese, Infernal

Defense
AC 16 **Touch** 13 **Flatfooted** 15 (-1 size, +1 DEX, +3 class, +3 armor)
HP 13d10 + 76 hp (152 HP)
FORT +15 **REF** +11 **WILL** +8
Damage Reduction 10/adamantine
Defensive Abilities Improved Evasion, Improved Uncanny Dodge
Immune Suffocation, Vacuum (see Hibagon Oni)
Weaknesses Too Honest

Offense
Spd 70 ft
Reach 10 ft
Melee +21/+15/+11 unarmed strike (2d10+9 bludgeoning, 20/x2 plus grab)
Combatant Techniques Armor of God, Brass Body, Combat Techniques, Copper Body, Lead Body
Special Attacks Constrict (2d10+9 bludgeoning)
Special Qualities No Breath (see Hibagon Oni)
Spell-Like Abilities (CL 13th Concentration +15)
1x/day – Enlarge Person

Statistics
Str 28 **Dex** 13 **Con** 20 **Int** 9 **Wis** 15 **Cha** 16
Base Atk +13 **CMB** +24 (+27 reposition, +28 grapple, +25 trip) **CMD** 35
Feats Critical Focus, Crippling Critical, Improved Grapple, Improved Iron Will, Lightning Reflexes, Great Fortitude, Iron Will, Power Attack, Toughness
Skills Acrobatics +17, Intimidate +19, Swim +25
Gear *+2 kesho-kawashi* (sumo loin cloth, treat as a war ribbons)

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Ecology
Environment any urban (found in Japan only during a Rape Pure Tornament, native to the Tatakama)
Organization solitary or accompanied by 1d4+1 Oni Warrior retainers and several Oni Dreg or Oni Harlot servants
Treasure double standard (including gear)

Special Abilities
Armor of God (SU)
The Black Sumo can activate *armor of god* to grant himself Spell Resistance 23 for one minute. Doing so is an immediate action, usable up to 5x/day.

Counter Grapple (EX)
The Black Sumo may make an attack of opportunity against a creature attempting to grapple him. This does not allow the Black Sumo to make an attack of opportunity against a creature with the Greater Grapple feat, or the Superior Grapple class ability.

Effortless Strike (EX)
Once per day, the Black Sumo can declare he is making an effortless strike prior to making a melee attack roll. The Black Sumo successfully hits the target on any result other than a natural 1 on the attack roll.

Hibagon Oni (SU)
The Black Sumo is a *hibagon,* an especially sadistic and rapacious breed of oni. As long as the Black Sumo commits an act of rape each day, he gains the No Breath racial quality, and becomes immune to thirst and starvation. If he fails to commit a rape, he loses this quality for one month after the rapes resume.

Improved Evasion (EX)
The Black Sumo can avoid damage from many area-effect attacks. If the Black Sumo makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage, and only half damage on a failed REF Save. Evasion can be used only if the Black Sumo is unarmored or wearing light armor; if helpless, the Black Sumo does not gain the benefit of evasion.

Improved Iron Will (EX)
The Black Sumo can reroll a failed WILL Save once per day.

Maneuver Training (EX)
The Black Sumo receives a +3 bonus on Combat Maneuver checks made to *reposition* an opponent or avoid being reposition, a +2 bonus on Combat Maneuver checks to make or avoid a *grapple* attempt, and a +1 bonus on Combat Maneuver checks made to make or avoid a *bull rush* attempt.

Sumo (EX)
The Black Sumo is treated as being one size category larger whenever doing so would be advantageous to him, such as during grapple checks, when determining his carrying capability and what weapons he can wield, as well as whether enemy attacks (such as swallow whole) can affect him.

Too Honest (EX)
The Black Sumo is too simpleminded and crudely honorable to ever lie effectively. If he makes a successful Bluff check (with the exception of Bluff checks to feint in combat) he is *shaken* for one day.

Nature
Black Sumo are especially fearsome Ironclub Oni of the sexually violent and dishonorable *Hibagon* tribe. Such creatures are thankfully rare in the Earth Realm, only coming to the modern Black Japan once every few Rape Pure bouts, when ***Taru Tsuyoi*** cajoles, flatters and bribes one such with promises of gold *ryo* and supple human women to break with their steely cocks. Tsuyoi knows that taciturn and lethal oni of this breed are a huge draw, but worries, because these nearly indestructible warriors might one day claim mastery of the ***Rape Pure Tournament*** from him.

Black Sumo focus on defenses, like the walls of a fortress. They are nearly indestructible, with massively armored skin, and a reserve of health and vigor greater than an entire army of mortal fighters. It's easy to hit a Black Sumo, and they rarely even bother to dodge the strongest bows. Instead, they wait with a silent, slight sneer on their leering faces. And when their enemies are bleeding from the knuckles, panting, sweat-soaked and exhausted, that's when a Black Sumo strikes back…..

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BLIND RAZOR - CR 9

Medium CN Undead (Akaname)
Rogue 3/Magus 7
XP 6,400
Init +3 **Senses** lowlight vision, scent, Perception +13
Languages Abyssal, Aquan, Draconic, English, German, Japanese, Okinawan
Aura stench (30 ft, FORT DC 13)

Defense
AC 17 **Touch** 13 **Flatfooted** 14 (+3 DEX, +4 armor)
HP 10d8 + 20 hp (71 HP)
Damage Reduction 5/magic or bludgeoning*
FORT +6 **REF** +8 **WILL** +8
Defensive Abilities Evasion, Trap Sense
Resist Acid 10*, Fire 10*
Immune Undead Immunities
**includes effects of Cocoon of Filth*

Offense
Spd 30 ft
Melee +10/+5 scalpel (1d2 slashing, 15-20/x4 plus *Slimy Doom* FORT DC 14 negates)
Ranged +10/+5 shuriken (1d2 slashing, 20/x2 plus *Slimy Doom* FORT DC 14 negates)
Sneak Attack +2d6 plus Bleed 2
Special Qualities Arcane Pool, Knowledge Pool, Spell Combat, Spell Recall, Spell Strike, Trap Sense +1
Familiar Pooplet
Arcane Pool 8 points
Possible Enchantments via Arcane Pool dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed or vorpal
Spellcasting (CL 7th Concentration +17)
Zero – Acid Splash, Flare (F-DC 15), Flatulence (F-DC 16), Ghost Sound, Read Magic
First – Corrosive Touch *prepared twice*, Grease (R-DC 16), Vacate Bowels (F-DC 17) *prepared twice*
Second – Acid Arrow *prepared twice,* Bladder Spike (F- DC 18), Cat's Grace,
Third – Clutches of the Toilet (R-DC 19), Monstrous Physique I

Statistics
Str 11 **Dex** 17 **Con - Int** 21 **Wis** 14 **Cha** 14
Base Atk +7 **CMB** +10 **CMD** 20

Feats Agile Maneuvers, Cocoon of Filth, Skatto Mastery, Poison the Bowels, Wards of Filth, Weapon Finesse
Skills Acrobatics +15, Bluff +13, Climb +12, Knowledge (arcana, local, the planes) all at +17, Perception +13, Stealth +14, Spellcraft +17, Use Magic Device +13
Gear *+2 slick buff coat*, 4-5 scalpels, 5-10 shuriken

Ecology
Environment any land or underground (only ever in Tokyo for the Rape Pure Tournament)
Organization always solitary
Treasure incidental (including gear)

Special Abilities
Bones of Shit (SU)
Blind Razor can dissolve or restore its skeleton at will as a move-equivalent action, transforming into a boneless mass of necrotic tissue. In this form, Blind

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Razor is considered *Prone,* but gains a Climb speed equal to its land speed. Blind Razor's shapeless flesh can slide nimbly across even the smoothest surfaces. Blind Razor can fight in melee while prone without penalty. While prone, he cannot be tripped, and receives a +4 racial bonus to his Combat Maneuver Defense.

Cocoon of Filth (SU)
Blind Razor can transform his foul shit into dense, stinking armor. Blind Razor may expend a daily use of his Wards of Filth ability as a standard action to cover himself in mystical feces, which acts as armor. The foul armor provides Blind Razor with Damage Resistance 5/magic against piercing and slashing damage, well as Fire and Acid Resistance 10. These resistances stack with Damage Reduction or Energy Resistance gained from other sources. Each activation lasts for two minutes per activation, or is destroyed by immersion in water or suffering 10 points or more of water based damage.

The stench of mystical feces is unbelievably foul and cloying, and any living creature who comes within 30 ft of you must succeed at a DC 13 FORT Save or suffer a –2 morale penalty on attack rolls, weapon damage rolls, skill checks and saving throws for 10 rounds. Characters subjected to stench from multiple Cocoons of Filth make only one saving throw. Characters affected by the foul armor's stench cannot be affected again until the original effect expires. This feat cannot affect any creature immune to sickness or nausea, nor anyone with a similar stench or another *skatto*-witch.

Corpophile (SU)
If Blind Razor is able to watch a Humanoid, or Monstrous Humanoid with a CHA score of at least 11+ urinate or defecate and than sample at least a small portion of the waste within one minute becomes more alive. For one hour after the fetish act, he cannot be harmed by channeled positive energy, and is healed by such, as if it were a living creature.

Evasion (EX)
Blind Razor can avoid damage from many area-effect attacks. If Blind Razor makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if Blind Razor is unarmored or wearing light armor; if helpless, Blind Razor does not gain the benefit of evasion.

Poison the Bowels (SU)
By expending a daily use of *Wards of Filth,* Blind Razor can take control over a victim's body and use the shit found inside to poison them. This is a ranged touch attack with a 30 ft maximum range. If the attack is successful, the target becomes *nauseated.* This condition remains until the target next moves his or her bowels, at which time the deadly secondary effect of the curse takes hold.

When the target attempts to shit, she suffers massive physical trauma, as her guts explode from the mystic pressure. Blind Razor's victim suffers 5d6 points of damage, and must attempt a DC 14 FORT Save or suffer 1d6 points of permanent CON damage. A *remove curse* or *remove disease* spell cast before the target shits ends the nausea and negates the secondary effect of this feat. This feat has no effect on creatures which do not need to eat nor defecate (such as constructs), do not have an animal-like metabolism (such as most plants) or are not alive.

Pool Strike (SU)
Blind Razor can expend 1 point from his arcane pool to charge his free hand with energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it inflicts 3d6 points of the chosen energy type (acid, cold, electricity or fire). Blind Razor can use this ability in conjuction with the spell strike class feature, and can hold the charge for up to one minute. Blind Razor almost always uses acid as his chosen energy type.

Pooplet Familiar (SU)
Blind Razor's pooplet familiar provides the foul mage with a +2 bonus on saving throws against spells and effects with the *skatto* descriptor.

Septic Scalpels (EX)
Blind Razor's omnipresent, cloying filth has fouled his weapons. Any victim damaged by Blind Razor's scalpels or his shuriken must succeed at a DC 14 FORT Save or contract *Slimy Doom.*

Wards of Filth (SU)
Four times per day, Blind Razor may activate *wards of filth.* Doing so requires one minute, as he paints a

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warding circle from his urine and shit. This warding circle acts as a *magic circle against good* 60 ft in diameter as a 5th level cleric. The barrier remains in existence for up to an hour, or the barrier is washed away with water or other physical means of destruction.

Alternatively, as a full round action, Blind Razor can cast any of the following spell-like abilities, as a caster of the type listed in parenthesis, at his total caster level.
Arcane Lock (sorc), *Hold Portal* (sorc) or *Sanctuary* (clr)

Nature
Blind Razor is a legendarily foul nightmare, even among the other monsters of the Japanese occult underworld. Incarnate filth, Blind Razor lives homeless in Okinawa, and only ventures north when whispers of a new Rape Pure Tournament reaches his ears. The call of battle is the only thing that can bring him to mainland Japan; he's hated the Japanese with a ferocious passion for all of his three dark centuries. He won't even watch Japanese shit, he loathes them so thoroughly…unless it's the final shit of life, as the bowels spasm and release in death. He likes that. The shit-obsessed madman only comes north for the chance to watch weaklings shit their last, or to further some obscure quest of his, and then returns to whatever abandoned building he's squatting in down Okinawa-way.

Blind Razor is a light, shifty fighter, a true sadist with a physician's knowledge of veins and arteries and weak points. He favors a knife in the kidneys, and has stolen several fine scalpels from Okinawan hospitals and vet's offices. His shuriken are actually taped together scalpel blades and scraps of metal, rusting and diseased. Once he drops a victim, he tends to squat over them, cooing to them, whispering the anatomical details of their demise.

Blind Razor is an emaciated Okinawan who looks every one of his three hundred immortal years. He stinks like a shit-filled dumpster on the hottest day of summer, and it's impossible to tell what color his clothes originally were, they're so filthy. Filthy to archeological layers, filthy to a standard measured in geologic time. Filthy.

Local cops know to walk the other way than roust him- he's gutted a few too stupid, or too duty-bound to ignore the homeless monster walking Okinawa's back alleys. His few remaining teeth are blackened stumps, and he lost his left eye back during the 1960s, during one of the few knife fights he ever lost. That's how he picked up *Blind* as part of his nickname; the *Razor* is all too obvious.

BLUE SHOUT - CR 11

Medium NG Monstrous Humanoid (Mature POETICA) Bard 12
XP 12,800
Init +2 **Senses** Lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +2 (+4 hearing-based)
Languages Cantonese, English, Japanese, Kitsune, Mandarin

Defense
AC 19 **Touch** 17 **Flatfooted** 16 (+2 DEX, +1 dodge, +4 luck, +2 armor)
HP 12d8 -12 hp (50 HP)
FORT +3 **REF** +10 **WILL** +11
Immune Slashing
Resist Electricity 12, Fire 2, Force 2, Sonic 15
Weaknesses Cybernetic Security Risk -1

Offense
Spd 30 ft
Melee +11/+6 thundering cestus (1d4 bludgeoning, 19-20/x2)
Ranged +13/+8 shocking torch microphone (2d10+1 sonic +1d6 electrical, 20/x2, 50 ft range increment)

OR +26/+26 Perform (sing) shocking torch microphone (2d10+1 sonic +1d6 electrical, 20/x2, 50 ft range increment)
Special Qualities Bardic Knowledge +6, Bardic Performance (W-DC 20 where applicable) (countersong, dirge of doom, distraction, fascinate, inspire courage +4, inspire competence +3, soothing performance, versatile performance: Sing for Bluff and Sense Motive, well-versed)
Spellcasting (CL 12th Concentration +16)
Zero Level – Ghost Sound, Impudent Little Tongue[E], Nose Torture[E], Uncensor[E], Summon Instrument, Tweet
First Level – (6 slots) Charm Person (W-DC 15), Chord of Shards, Ear Piercing Scream (F-DC 16),

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Statistics
Str 10 **Dex** 15 **Con** 9 **Int** 14
Wis 16 **Cha** 19
Base Atk +10 **CMB** +10
CMD 22
Feats Dodge, Extra Performance, Skill Focus (Perform: sing), Spell Focus (evocation), Super Kawaii
Skills Acrobatics +17, Bluff +19, Computer Use +14, Diplomacy +19, Disguise, Knowledge (pop culture, current events) both +17, Perform (sing) +31, Perform (dance) +19
Cybernetics
Headware **–** Advanced Auditory Implant, Enhanced Audio Pickup, Onboard Computer, Skill Software (Perform: sing x2)
Bodyware – Cybernetic Power Supply x6, Dermal Weave, Invisiware
Gear +1 thundering cestus, +1 shocking torch microphone, +1 light protect second skin, 1x potion of cure critical wounds, 2x Idol's Strawberries

Ecology
Environment any urban (Japan)
Organization usually solitary
Treasure double standard (including gear)

Hideous Laughter (W-DC 15), Sleep (W-DC 15), Ventriloquism
Second Level – (6 slots) Allegro, Heroism, Hypnotic Pattern (W-DC 16), Piercing Shriek (W-DC 17), Shatter (F-DC 17)
Third Level – (5 slots) Good Hope, Haste, Sculpt Sound, Thunderous Drums (F-DC 18)
Fourth Level – (4 slots) Discordant Blast (F-DC 19), Rainbow Pattern (W-DC 18), Shout (DC 19), Zone of Silence
Spell-Like Abilities (CL 12th Concentration +16)
3x/day – Solid Note
^{E}= *new spell described fully in Enchantments of Black Tokyo*

Special Abilities
Bardic Performance (SU)
Blue Shout may use up to 36 rounds of bardic performance per day.

Invisiware (EX)
Thanks to her cybernetics, Blue Shout can become invisible as a swift action. When the invisiware is active, Blue Shout becomes invisible, as by *greater invisibility.* Blue Shout can remain invisible for up to one minute (10 rounds) out of each hour. The duration need not be consecutive, but must be in one

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round increments. She can maintain a maximum of 240 rounds (24 minutes) of invisibility per day.

If in a wet environment (such as a rain storm, along a shoreline, standing in a large pool or puddle), the invisiware acts as *invisibility* rather than *greater invisibility.* This implant does not function if fully submerged.

Ultrasonics (SU)
Blue Shout's bio-mechanical body allows her to manipulate the delicate subharmonics of sonic energy. Her sonic effects and sonic-based attacks half their target's Sonic Resistance; creatures with Sonic Immunity are considered to have Sonic Resistance 20 against Blue Shout's effects instead.

Blue Shout may select spells from the Sorcerer/ Wizard spell list which have the Sonic descriptor; these spells are considered bard spells when cast by Blue Shout.

Nature
The gorgeous and fun-loving POETICA Utada is better known by her stage name: Blue Shout. As Blue Shout she is the unquestioned mistress of Japan's rave and techno scene. Her mastery of synthesized sound practically invented the genre. Though internationally renowned, and one of the most downloaded idols on the planet, Blue Shout doesn't play big venues. She prefers small dance clubs and obscure raves; lately she's been playing around with flash mobs and impromptu public concerts. Her techno-enchanced body is the only sound system she'll ever need.

Blue Shout's public personality is bubbly, flirtatious and sexy without being explicitly carnal, and her private self is pretty much the same. She dresses only in her trademark blue- from faux leather armored jumpsuits to sky blue *Dolce & Gabana* dresses for formal affairs, and often paints her face in shocking blue designs. She loves her fans, loves her life as both android and musician, and loves her master a lot more than most of her kind, mostly due to the independence and freedom he gives her. (She also likes the fact that he's really not too smart, and she can get away with a lot.)

Blue Shout is best known as an entertainer, but she is also an activist. The majority of her royalties go towards disaster relief, humanitarian and abolitionist groups attempting to free Nekos and other POETICA. What the blogosphere doesn't know is that Blue Shout is both capable and willing to fight for these beliefs. She'll never show her combat capabilities around her owner, who still thinks of her as the innocent loli-droid he purchased during the mid 1980s, but when she needs to, Blue Shout can fight. She'll often disappear for several hours after a show, to assist the Eyrines Sisterhood or other good-aligned groups with a short mission. When her owner asks where she was, she always just smiles sweetly and tells him that she was out clubbing or shopping.

In battle, Blue Shout favors sonic attacks over anything else. She's a competent, if tactically uninspired battle-witch. She prefers to kick in the front door and go in blasting, screaming away with ultra-sonic POETICA fury. She's not much good at more subtle tactics.

BODY GORE - CR 7

Medium CN Aberration (chaotic)
XP 3,200
Init +0 **Senses** Darkvision 90 ft, lowlight vision, scent, Perception +12
Languages Japanese

Defense
AC 14 **Touch** 10 **Flatfooted** 14 (+4 natural)
HP 10d8+50 hp (95 HP)
FORT +9 **REF** +5 **WILL** +6
Regeneration 1d6+3/radiation
Immune poison, Bleed, ability score damage and drain, effects with the *skatto* descriptor

Offense
Spd 40 ft, Climb 40 ft
Melee two +12 claws (1d8+5 slashing, 19-20/x3 plus *Nauseated* 1d6 rounds; FORT DC 19 reduces to *sickened* for same duration) plus +9 bite (1d6+2 slashing plus 2d6 acid)
Ranged +7 acid spittle (3d6 acid,20/x2, 30 ft maximum range)

Statistics
Str 20 **Dex** 11 **Con** 18 **Int** 8 **Wis** 9 **Cha** 11
Base Atk +7 **CMB** +12 **CMD** 22
Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Toughness

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Skills Perception +12, Stealth +13, Survival +12

Ecology
Environment any
Organization always solitary
Treasure incidental

Special Abilities
Bodily Horrors (SU)
The Body Gore gains a +5 competence bonus on melee attack and damage rolls against any target that has had sexual intercourse, urinated or defecated within the past ten minutes, or who is currently menstruating or pregnant. The creature recieves a +5 bonus on Survival checks made to track such creatures.

Churning and Horrible Flesh (EX)
The Body Gore's flesh constantly warps and mutates. The creature's Regeneration changes each round, rolling 1d6+3 at the start of each new round of combat. The creature's unnatural anatomy gives it a variety of immunities normally reserved for undead: it is not subject to ability score damage or drain, ongoing Bleed damage or poison, nor is affected by spells or effects with the *skatto* descriptor.

The Body Gore's regeneration can only be overcome if it is exposed to at least a lightly irradiated environment, or is adjacent to a lightly irradiated creature or object. Alternatively, injecting a bonund, unconscious or helpless Body Gore with chemotherapy agents (worth at least 100 gp/DC 10) will nullify its Regeneration quality for 1d4 hours.

Nature
Body Gores are pain-maddened horrors whose bodies are in a constant state of mutation, flux, dissolution and regeneration. As you watch the howling, frenzied beast, tumors explode across its body, its limps rip clear of its rotting carcass before the tissue is reabsorbed and cleanly regenerates. Occasionally animalistic and insectoid limbs erupt from a body that is mostly humanoid.

Body Gores might have been human once, until they were warped by close exposure to the dark, cancerous influence of the Black Else. Others are the failed product of dark supersoldier experiments: they

are what happens when a *GILGAMESH Bio-Stalker* enhancement or *Oni-Marrow Elite* experiment goes wrong. Still others are the proud products of a Surgighoul flesh-warper or other mad experimenter. Whatever their origin, Body Gores remember almost nothing of their former life, being driven instead by an animalistic hunger for flesh and bone to feed their inhuman regenerative metabolism.

BOY ALPHA - CR 10

Medium CE Monstrous Humanoid
XP 9,600
Init +1 **Senses** Darkvision 90 ft, *see in darkness,* Perception +16
Languages English, Japanese
Aura Dimming Aura (60 ft, illumination reduced by one step, unattended, non-magical lights explode)

Defense
AC 18 **Touch** 15 **Flatfooted** 16 (+1 DEX, +1 dodge, +3 armor, +3 deflection)
HP 13d10+13 hp (85 HP)
FORT +5 **REF** +10 **WILL** +8

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Resist Cold 15

Offense
Spd 30 ft Flight 50 ft (poor)
Melee two +15 shadow blades (1d10+2 slashing plus 1d6 cold, 18-20/x2)
Ranged two +17 shadow pistols (2d8+2 ballistic plus 1d6 cold, 20/x3, 50 ft range increment, semi auto, unlimited ammo)

Alternatively, Boy Alpha can make one melee and one ranged attack rather than two of a kind.

Special Qualities Darkest of Otaku
Spell-Like Abilities (CL 13th Concentration +16)
At Will – Darkness
- *quickened* Hold Portal, *quickened* Knock
- Ray of Enfeeblement (F-DC 14)

3x/day – Deeper Darkness
- Hallucinatory Terrain (W-DC 18)
- Shadow Conjuration
- Shadow Walk

1x/day – Phantasmal Killer (W-DC 18)
1x/week – Greater Shadow Conjuration

Statistics
Str 10 **Dex** 15 **Con** 13 **Int** 17 **Wis** 11 **Cha** 14
Base Atk +13 **CMB** +13 **CMD** 25
Feats Combat Reflexes, Combat Reflexes, Dodge, Greater Feint, Improved Feint, Skill Focus (stealth) Spell Focus (illusion)
Skills Bluff +18, Computer Use +21, Fly +18, Intimidate +18, Knowledge (pop culture) +19, Perception +16, Stealth +23
Gear *+2 stealthy school uniform,* top of the line smartphone, lap top computer (upgrade +2)

Ecology
Environment any urban (native to Kobe, Japan)
Organization always solitary
Treasure standard

Special Abilities
Darkest of Otaku (SU)
Boy Alpha represents the darkest aspects of *otaku* culture- a scapegoat for an entire artform, and an

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infamous legend among its community. Boy Alpha automatically succeeds on Stealth checks made against characters with the *otaku* cultural template, and is always considered to be taking 10 on Stealth checks in this manner. Boy Alpha can always attempt to hide in this manner, even if observed.

Boy Alpha receives a +3 morale bonus on melee attack and damage rolls against creatures with the *otaku* cultural template.

Boy Alpha gains Regeneration 10 (good and silver) when in any shop or business catering to otaku, such as book stores, media shops, book-offs and toy-offs, cosplay cafes, arcades and similar sites. He will retreat to such places if badly wounded, to recover, heal and prepare for a new assault.

Dimming Aura (SU)
Boy Alpha is surrounded by an aura of creeping darkness. The light level within 60 ft is reduced by one step. Additionally, non-magical, unattended light fixtures, such as lamps, ceiling lighting and streetlights pops and might explode if the game master decides its dramatically appropriate. Neon lighting or LED displays advertising otaku-friendly goods, services and businesses is never affected by Boy Alpha's dimming aura.

Boy Alpha can suppress either aspect of his dimming aura (decreased light or bulb destruction) or both aspects, or resume this aura as a free action.

Shadow Weapons (SU)
Boy Alpha can summon a pair of ghostly short swords or mystical pistols, decorated in fanciful and darkly baroque anime-style from shadowstuff and congealed hatred. These weapons count as magic, evil and chaotic weapons for the purpose of overcoming damage reduction. If sundered or disarmed, Boy Alpha can summon new shadow weapons as a move-equivalent action.

Boy Alpha does not provoke attacks of opportunity for using his shadow pistols within a threatened square.

Nature
During the mid-2000s, a particularly heinous series of murders horrified Kobe. Elementary school boys were kidnapped, gutted and decapitated, and necrophiliac acts that shocked even the Amakaze were preformed upon the corpses. In taunting letters sent to the local media promised that the murderer would soon slay 'more little vegetables', as he called his preteen victims. The nation held its breath until this new monster was caught, and when it was, the horror truly began.

The killer was only a few years older than the boys he mutilated, and because of Japanese's strict privacy laws concerning juvenile offenders, was only ever named in the press as "Boy Alpha". Laws that were changed immediately after the boy's sentence was imposed meant the courts could only detain Boy Alpha until he turned 21.

That was one year ago. Since his release Boy Alpha has lived quietly, slipping into the anonymity of workaday Japan, but has shown not even the tiniest bit of remorse. Safe behind Internet anonymity, Boy Alpha blogs about his infamous crimes, reminiscing about the darkest of childhood memories. His blog has tens of thousands of followers.

Boy Alpha's long imprisonment and the cult of dark celebrity that sprung up around him have tainted him with *oni*-nature. He is no longer quite human, and has never been sane. He hunts again, murdering attractive elementary school boys with his shadow-spawned powers, leaving no clues for prefectural police to follow. His occult powers make him virtually impossible for the police to trail- there are Kobe police officers parked outside his dingy walk-up apartment who work shift after boring shift detailing his few daylight movements, but none of these cops realize that Boy Alpha nimbly slips their net as the sun dies.

Boy Alpha is a skinny, almost emaciated Japanese man in his early 20s. He dresses in a forgettable combination of slacks, shirt and blazer. He wears his pre-maturely graying hair long and messy without any sense of style or fashion and wears equally un-stylish glasses. When he hunts, he takes on the persona of a dark anime angel, wrapping his body in shadowstuff resembling overly elaborate, anime-styled body armor, and carries equally fanciful weapons made from the same darkness. Boy Alpha's eyes blaze a cold cobalt beneath his glasses when he activates his darkness-given powers.

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COSPLAY MAID - CR 1/2

Medium LG Human Cleric (Yata Kagami) 1
XP 200
Init +0 **Senses** Perception +3
Languages Celestial, Japanese
Aura clerical aura

Defense
AC 11 **Touch** 10 **Flatfooted** 11 (+1 armor)
HP 1d8 hp (8 HP)
FORT +2 **REF** +0 **WILL** +5

Offense
Spd 30 ft
Melee +1 unarmed strike (1d6+1 bludgeoning or nonlethal, 20/x2)
Clerical Domains Charm, Community
Special Attacks Channel Positive Energy 1d6, 6x/day, WILL DC 13 half
Spellcasting (CL 1st Concentration +4)
-Zero – Inspection Ready[E], Mending, Stabilize
First – Charm Person (W-DC 14), Protection from Evil, Purity of Body[E]
[E] = *Enchantments of Black Tokyo*

Statistics
Str 12 **Dex** 11 **Con** 10 **Int** 14 **Wis** 16 **Cha** 13
Base Atk +0 **CMB** +1 **CMD** 11
Feats Extra Channel, Improved Unarmed Strike
Skills Diplomacy +5, Knowledge (arcana, religion) +5, Knowledge (pop culture) +3, Profession (domestic) +7
Gear silken ceremonial armor (kimono), smartphone, potion of *cure light wounds*, potion of *stabilize*

Ecology
Environment any urban (often found in or around an Akihabara maid café)
Organization solitary or accompanied by 1d4 other Cosplay Maids or possibly an actual senior priestess or temple *miko* (Cleric 4-5)
Treasure standard (including gear)

Special Abilities
Calming Touch (Sp)
The Cosplay Maid can touch a creature as a standard action to heal it of 1d6+1 points of non-lethal damage and remove the *fatigued, sickened* or *shaken* conditions. She may use this ability up to 6x/day.

Dazing Touch (Sp)
The Cosplay Maid can *daze* a creature with Hit Dice equal to her own with a melee touch attack. This effect lasts for 1 round, and the ability is usable up to 6x/day.

Maid's Slap (SU)
With a single stinging slap, the Cosplay Maid can remind her master or mistress of proper behavior and decorum. Once per day, the Cosplay Maid may make a melee touch attack against an allied character who has succumbed to any mind-influencing effect.

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Doing so allows the ally to make an additional WILL Save to negate the effect with a morale bonus on the WILL Save equal to her ranks in Profession (domestic), currently a +1 morale bonus This touch attack does no damage, but is usually painful enough to slap a master out of an enraged or confused state.

Nature
Her parents think it's just an otaku phase she's going through, working at a maid café to earn her way through college. But the Cosplay Maid has felt something divine in the call to servitude; one day she might actually find and offer her service to a temple of the obscure minor goddess she worships, but for today working at the maid café is enough.

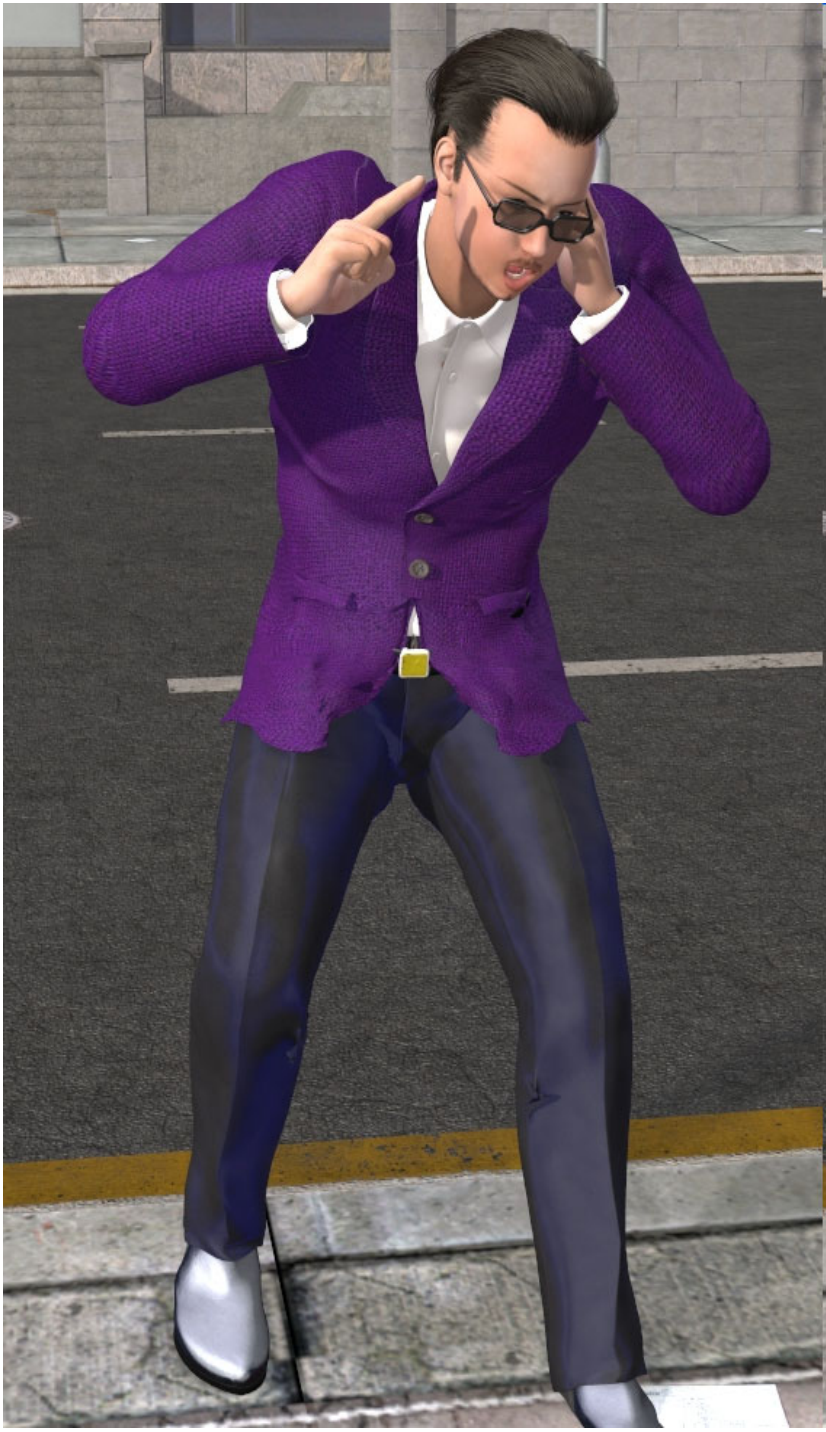
The Cosplay Maid is a self-taught divine avatar. She works with a half dozen other girls, all mundane mortals, and even if they don't say it, everyone looks to her as a leader and protector. The Cosplay Maid is the one the other maids turn to for advice and encouragement…or for protection from the unspoken things out there in the Tokyo night. (Fair warning: she's a bit *tsundre*, and a lot slappy.)

CRUEL IDOL MASTER - CR 5

Medium LE Human Magus 6
XP 1,600
Init +2 **Senses** Perception +0
Languages English, Infernal, Japanese, Russian

Defense
AC 14 **Touch** 14 **Flatfooted** 12 (+2 DEX, +2 deflection)
HP 6d8 + 6 hp (37 HP)
FORT +6 **REF** +4 **WILL** +5

Offense
Spd 30 ft
Melee +5 shortsword (1d6+1 slashing, 19-20/x2)
Ranged +7 Beretta 92F (2d6 ballistic, 20/x2, 40 ft range increment, 15 box)
Special Qualities Arcane Pool, Spell Combat, Spell Recall, Spell Strike
Arcane Pool 6 points
Possible Enchantments via Arcane Pool dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed or vorpal
Spellcasting (CL 6th Concentration +14)
Zero – Acid Splash, Disrupt Undead, Ghost Sound



First – Burning Hands (R-DC 14), Color Spray (W-DC 14), Corrosive Touch (F-DC 14) *prepared twice,* Magic Missile
Second – Invisibility *prepared twice*, Spiderclimb *prepared twice*

Statistics
Str 13 **Dex** 15 **Con** 12 **Int** 17 **Wis** 11 **Cha** 15
Base Atk +4 **CMB** +5 **CMD** 17
Feats Arcane Strike, Combat Reflexes, Improved Initiative, Magical Aptitude

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Skills Bluff +11, Knowledge (arcana) +12, Profession (music industry) +8, Perform (one of choice) +8, Spellcraft +14, Use Magic Device +8
Gear Salariman's Suit, +1 shortsword, +1 Beretta 92F and 1x spare clip, smartphone, palmtop computer, 4x Idol's Strawberries

Ecology
Environment any urban (usually keeps to Akihabara or Shibuya, except when on tour)
Organization solitary or accompanied by several idol singers, attaches, assistants and other hangers-on
Treasure standard (including gear)

Special Abilities
Arcane Accuracy (SU)
The Cruel Idol Master can expend one point from his arcane pool as a swift action to grant himself an insight bonus equal to his INT bonus (+3) on all attack rolls until the end of his turn.

Icon Master (EX)
The Cruel Idol Master is a highly sought out manager for young singers. Once per day, after at least a minute of conversation, the Cruel Idol Master can grant a willing ally a +2 competence bonus on Perform (one of choice) checks that lasts for 24 hours. If the receptive character does not use this skill at least once during that time, the character cannot benefit from this ability for at least a week.

Salariman's Suit (SU)
Thanks to his rumpled, enchanted black suit, the Cruel Idol Master may substitute a Profession (music industry) check for a Stealth check in urban environments.

Spell Shield (SU)
The Cruel Idol master can spend a point from his arcane pool as an immediate action to grant himself a shield bonus to AC equal to his INT modifier (+3) until the end of his next turn.

Nature
Half pimp, half stage manager without compare, the Cruel Idol Master has trained hundreds of would-be idol singers, including some that have climbed to the top of the Style Ori 100! He's got no shortage of prospective clients, no matter what he asks of his young protégés. Whether he demands a larger cut of the profits, the sexual services of his students, or just a cult-like dedication to the music and a voice training regimen that can break a young soul, the Cruel Idol Master gets what he wants. If he doesn't, he cuts that client and moves on to somebody else. There is no shortage of Japanese girls who dream of being idol singers.

The Cruel Idol Master is a very, very junior member of the Amakaze, a dark specter in the urban night. He has learned enough occult knowledge to be dangerous- he can slit the throat of a recalcitrant idol as easily as he can some Yakuza foolish enough to try and blackmail one of his pretty protégées. Outwardly, he is ordinary, even drab: a slender Japanese man in his late 40s, wearing an off the rack suit without any particular style, skin sallow with too much time spent beneath fluorescent light.

DEMON BEAST GRAPPLER - CR 11

Huge NE Monstrous Humanoid (evil)
XP 12,800
Init +6 **Senses** Perception +11
Languages Abyssal, Infernal, Japanese

Defense
AC 30 **Touch** 20 **Flatfooted** 28 (-2 size, +2 DEX, +10 deflection, +10 natural)
HP 14d10 + 84 hp (161 HP)
Damage Reduction 10/good
Regeneration 5 (acid, fire, good)
FORT +16 **REF** +11 **WILL** +5
Immune the Pinned condition
Weaknesses Sunlight Vulnerability

Offense
Spd 50 ft
Reach 15 ft
Melee four +23 claws (2d6+10 slashing, 20/x3) or four +22 *dazing blows* (1d8+15 bludgeoning, 20/x3 plus *dazed* 1d4 rounds, WILL DC 27 half)
Special Attacks Constrict (2d6+10 bludgeoning), Rend (2 claws, 2d6+10 slashing)
Special Qualities Demonic Stance, King of Demon Grapplers, Sunlight Vulnerability

Statistics
Str 31 **Dex** 15 **Con** 20 **Int** 11 **Wis** 13 **Cha** 12
Base Atk +14 **CMB** +26 (+28 grapple) **CMD** 38
Feats Cleave, Dazzling Display, Great Cleave, Greater Grapple, Great Fortitude, Improved Grapple,

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Improved Initiative, Intimidating Prowess, Power Attack, Run, Toughness, Weapon Focus (claws)
Skills Acrobatics +17, Climb +25, Intimidate +26, Knowledge (the planes) +10, Perception +11, Perform (poetry) +7

Ecology
Environment any land (equally common within the Tatakama and Black Japan)
Organization always solitary
Treasure standard

Special Abilities
Dazing Blows (SU)
As often as every other round, the Demon Beast Grappler can unleash a barrage of skull-rattling punches rather than slashing claw attacks. If directed at a single target, calculate the damage from all Dazing Blows at the end of the attack sequence, so only the total damage rolled is subject to the target's Damage Reduction, not each individual punch. The target is also *dazed* for 1d4 rounds (REF DC 27 half).

Demon Claws (EX)
The Demon Beast Grappler's claw attacks are considered magic, chaotically and evil aligned for the purpose of overcoming damage reduction.

Deflecting Musculature (EX)
The Demon Beast Grappler receives a deflection bonus to Armor Class equal to his STR modifier (+10).

Demonic Stance (EX)
The Demon Beast Grappler has mastered the ten thousand obscene combat arts of the Tatakama. As a full round action, the Demon Beast Grappler can move through a series of horrific martial arts *katas,* which place the creature into a particular stance. While in a particular stance, the Demon Beast Grappler receives a +10 competence bonus on combat maneuver checks made to use one specific combat maneuver of choice (such as trip, disarm, ect), and on his CMD to resist that maneuver.

The Demon Beast Grappler can only maintain one stance at any given time. The stance remains in effect until he takes a new demonic stance or falls victim to the combat maneuver keyed to his current stance. The Demon Beast Grappler's opponents can attempt a DC 20 Profession (athlete or similar) check or DC 20 Knowledge (the planes) check to determine what stance he is currently in.

King of Demon Grapplers (EX)
The Demon Beast Grappler is never considered pinned and can maintain a grapple without gaining the grappled condition himself, by suffering a -10 penalty on the CMB check made to grapple.

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Sunlight Vulnerability (EX)
The Demon Beast Grappler hails from the sunless, twilight shadows of the Tatakama, and cannot abide Ameretsu's light. The Demon Beast Grappler suffers 1d8 HP worth of Fire damage per round of exposure to direct sunlight, or 1d4 HP worth of Fire damage in indirect sunlight, or during rainy or overcast days. The Demon Beast Grappler is considered *shaken* in direct sunlight.

Nature
The Demon Beast Grappler is a hulking behemoth with skin as black as drying tar and a mane of dingy hair like dirty snow. The night spawned creature's four powerful arms end in scapel-sharp talons six inches long. The Demon Beast Grappler fights nude or nearly so, dressed only in a ragged loin cloth. The creature disdains armor as an admission of human inferiority, and likewise, has no need of weapons.

The Demon Beast Grappler's bat-like, snarling face and upper breasts are painted with ivory kanji, each line a haiku celebrating the dark creature's strength, ferocity or the pleasure it takes in ripping a strong man limb from limb. Far more articulate than it appears, the Demon Beast Grappler takes tremendous pride in its ability to recite these dark haiku in a clear, educated voice at odds with its brutish appearance.

The Demon Beast Grappler is a minor prince of the Tatakama, ruler of a subterranean kingdom of demons and oni. His brutality and strength (and even his courtier's skill at poetry) accord him vast respect among demon kind. Such creatures only rarely enter the Earth Realm, and only when the opportunity to prove their strength exists. They might cross the planes to battle a famed mortal hero to the death, or choose to serve briefly as the elite minions of the most powerful Amakaze lords. Others fight in the *Rape Pure Tournament*, but such creatures are rarely invited to the bouts: Taru Tsuyoi is well aware of a Demon Beast Grappler's power and arrogance, and worries that the behemoths might try to steal the hellish tournament he invented.

DRAGON, SCA3 - CR 16

Huge CE Dragon
XP 76,800
Init -1 **Senses** Blindsight 120 ft, Blindsense 500 ft, scent, Perception +28
Languages Abyssal, Draconic, Infernal, Japanese

Defense
AC 27 **Touch** 7 **Flatfooted** 27 (-2 size, -1 DEX, +20 natural)
HP 19d12 +133 hp (256 HP)
Damage Reduction 5/bludgeoning (plus *scabbing over*)
Fast Healing 8 (cold)
FORT +18 (+8 vs disease) **REF** +10 **WILL** +17
Immune dragon immunities, slashing damage, visual effects (blind)
Weaknesses Rot and Infection

Offense
Spd 50 ft, Burrow 25 ft

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Melee four +29 tendrils (2d10+10 slashing, 20/x3 plus Flesh Horror, F-DC 27 negates) plus +29 bite (4d10+15 piercing, 20/x2 plus *Filth Fever* (F-DC 21 negates)
Ranged two +18 vomitus (6d6 acid, 20/x2, 50 ft maximum range)

Statistics
Str 31 **Dex** 8 **Con** 25 **Int** 9 **Wis** 23 **Cha** 15
Base Atk +19 **CMB** +31 (+33 bull rush & overrun)
CMD 40 (44 vs bullrush and trip)
Feats Bull Rush Strike, Cleave, Great Cleave, Greater Overrun, Greater Sunder, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Strike Back
Skills Climb +32, Knowledge (local) +18, Intimidate +24, Perception +28, Stealth +4, Survival +28

Ecology
Environment warm deserts and underground (confined to the Tottori Sand Dunes by choice)
Organization usually solitary
Treasure standard

Special Abilities
Flesh Horror (SU)
The barbed, whip-like tendrils growing from the Scab Dragon's flanks warp, tear and distort flesh they slice through. With each successful attack, roll 1d6 to determine the exact effect of the Flesh Horror. All these effects can be negated with a successful DC 27 FORT Save. *Heal, regeneration* or similar spells end these effects, though a successful DC 35 Heal check can also restore the victim.

Hateful Frenzy (EX)
When taking a full attack action, the Scab Dragon can substitute up to two *vomitus* ranged attacks for two of its *tendril* attacks, if it wishes.

Rot and Infection (EX)
The Scab Dragon, for all its fearsome power, is a dying, agonized creature. The Scab Dragon suffers a –10 racial penalty on FORT Saves against disease.

Scabbing Over (SU)
Whenever the Scab Dragon is successfully damaged by a melee attack, its scabrous hide thickens, as new layers of scar tissue and scab form with the painful groan of over-stressed skin. When the Scab Dragon scabs over, its Damage Reduction increases by +1 to a maximum of DR 20/bludgeoning.

The dragon's hide returns to normal several days after a combat encounter ends, or returns to its baseline immediately if the dragon receives any of the following spells: *cure serious wounds, heal, regenerate* or similar spells. The Scab Dragon does not receive any saving throw against this effect.

Nature
The Scab Dragon is a wall of hate, gristle and badly healed, stinking meat larger and heavier than a bull elephant. The creature has a huge, saurian main head crested with broken shards of bone, its eyes (if it ever had them) crusted over beneath thick growths of bloody, seeping scar tissue. Two smaller heads jut from the Scab Dragon's shoulders, while nastily hooked tentacles grow from its flanks. The Scab Dragon's hide is in a constant state of damage and repair, it leaks coppery blood as old scabs rip open and new scabs form; every movement the creature makes causes it unceasing agony…but the creature's been in pain so long it's started to enjoy it. The pain only hardens the Scab Dragon, makes it meaner, edgier, faster and crueler.

A handful of Scab Dragons call the space-warped, broken desert of the Tottori Sand Dunes home. These creatures keep to the fringes of the Deep Dunes, to the places accessible by skilled Sanders and ruin explorers, avoiding the core of the post-apocalyptic prefecture. Scab Dragons need things from humanity, in a way the other horrors of the Dunes do not.

Flesh Horror Effects	
1. Flesh ripping. Target suffers 1d3 temporary CHA damage.	4. Muscular warp. Target suffers 1d3 temporary STR damage.
2. Bone distortion. Target suffers a -5 ft penalty to all movement modes.	5. Organ failure. Target suffers 1d3 temporary CON damage.
3. Optical scarification. Target is blinded.	6. Skeletal fractures. Target suffers 1d3 temporary STR damage.

Scab Dragons often arrange (through brutalized and terrified intermediaries) the regular shipment of vast reserves of painkillers and opiates to its remote desert lair, which it can collect at its leisure. The

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creatures are familiar with every drug dealer and easily intimidated pharmacist across Tottori Prefecture, and knows which Sander crews they can bribe or threaten to run in the drugs. Buried caches of opiates and anesthetics, worth millions of yen, are secreted throughout the Tottori Sand Dunes, but every Sander crew but the stupidest or the most desperate knows to leave such caches be. Cheated out of its oxy, the rage of an agonized, withdrawing Scab Dragon can be legendary.

A Scab Dragon's lair is a putrid, stinking place, a rough dugout carved into the sand or a rock cavern. The creature molts constantly, sloughing off broken, bloody scales, which fall and putrefy in the lair. Dogs and other beasts can smell a Scab Dragon's lair from miles and miles away, and begin a chorus of nervous barking as soon as the scent hits their nostrils.

THE ELEGANT, KIREI ROMAN - CR 16

Medium NE Human Fighter (free hand fighter) 14/ Bard (arcane duelist) 3
XP 76,800
Init +10 **Senses** Perception -1
Languages Draconic, English, French, Japanese, Vietnamese

Defense
AC 23 **Touch** 19 **Flatfooted** 14 (+6 DEX, +3 dodge, +4 armor)
HP 14d10+3d8+85 hp (185 HP)
FORT +14 **REF** +13 **WILL** +3
Defensive Abilities DR 2/- against Slashing Damage

Offense
Spd 35 ft
Melee +21/+16/+11 *romanticide* (1d8+5 slashing, 18-20/x2 *vorpal*)
Special Qualities Bardic Knowledge +1, Bardic Performance (W-DC 15 where applicable) (distraction, fascinate, inspire courage +1, inspire competence +2, rallying cry, versatile performance: dance for acrobatics and fly, well-versed)
Spellcasting (CL 3rd Concentration +9)

Zero Level –Daze (W-DC 15), Ghost Sound, Joss Money[E], Nose Torture[E] (W-DC 14) Resistance, Summon Instrument
First Level – (4 slots) Cause Fear (W-DC 16), Charm Person (W-DC 16), Expeditious Retreat, Hideous Laughter (W-DC 16)

Statistics
Str 15 **Dex** 23 **Con** 17 **Int** 13 **Wis** 9 **Cha** 18
Base Atk +16 **CMB** +22 **CMD** 34

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Feats Agile Maneuvers, Arcane Strike, Combat Expertise, Exotic Weapon Proficiency (katana), Dodge, Fleet, Improved Disarm, Improved Feint, Improved Initiative, Improved Trip, Greater Disarm, Greater Feint, Improved Trip, Mobility, Spell Focus (enchantment), Spring Attack, Toughness, Whirlwind Attack
Skills Acrobatics +25, Climb +11, Computer Use +5, Bluff +23, Escape Artist +25, Intimidate +13, Perform (dance) +23, Stealth +17
Gear *Romanticide* (+1 vorpal katana), +3 blade silk robes, Plague Mask (as Noh Mask, Ghost)

Ecology
Environment any urban (especially the richest, most opulent districts and haunts)
Organization solitary or accompanied by 1d6+1 Rape Pure Fighters as body guards
Treasure double standard (including combat gear)

Special Abilities
Bardic Performance (SU)
The Elegant may use up to 12 rounds of bardic performance per day.

Bishonen (SU)
The Elegant receives a +2 racial bonus on sexually oriented Bluff and Diplomacy checks against male characters.

Deceptive Strike (EX)
The Elegant gains a +3 bonus to CMB and CMD on disarm checks and on Bluff checks to feint or create a diversion to hide.

Ghost Noh Mask (SU)
While wearing the Ghost Noh Mask, The Elegant becomes coldly frightening. The wearer receives a +5 competence bonus on Intimidate checks, and receives a +1 morale bonus on attack rolls against a creature he or she has previously intimidated within the previous day.

Interference (EX)
The Elegant can make a disarm or tirp combat maneuver against a target he threatens as a move action to push his opponent off balance. If successful, the target becomes flat-footed. This condition lasts until the target takes damage from a melee or ranged attack or until the beginning of the Elegant's next turn.

Timely Tip (EX)
The Elegant may make a disarm combat maneuver against a target he threatens as a move action to push aside the target's shield. If successful, the target loses its shield bonus to AC against The Elegant's next attack.

Nature
The emotionless and darkly beautiful Kiroi Roman is one of the most powerful lords of the Tatakama, a dark prince born to wealth and unimaginable privilege. As the masked fighter known only as The Elegant, he could have had anything he ever wanted from life, in this realm or in his native Tatakama. With his family's impossible wealth, passionate immortality and mystical heritage, Kirei Roman could have had anything he wanted- lovers of every shape and gender, a musical career to rival any of his ancestors' or siblings' or vast feudal estates beneath the endless twilight of the Tatakama sky.

As much as Kirei wanted any of those things, he wanted the visceral thrill of murder even more. An adrenaline junkie without compare, Kirei has fought in every war and conflict of the 20th and 21st centuries, and has recently discovered the *Rape Pure Fight!* circuit. Kirei has killed with relish for three years now, honing his fighting prowess, even taking the fight purse once, not that he needed the prize. That night, Kirei bought twin Korean whores- he killed the male and gave his prize to the screaming female twin, as a joke.

Everything's a joke to this beautiful sociopath.

He's boasted openly of his plans to murder Taru Tsuyoi and take over the *Rape Pure.* The Elegant doesn't want the league, and would run it into the ground within months if he ever took it, but he needs the thrill of taking. The Elegant wants for nothing, needs nothing….but he obsesses greedily over those things he doesn't have, schemes to take them, and in so doing, convinces himself he has a purpose in this life. The Elegant is a dancer, ballet trained and stylishly lethal, who fights with a specially forged katana he has named *The Romanticide.*

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The Elegant is a roguishly handsome human male of indeterminate age. He might be a teenager, lean and precocious, or a man hardened by a lifetime of violence; in reality, The Elegant has lived and murdered for more than 175 years. He dresses in only the finest, hand stitched *elegant gothic aristocrat* style, and has patronized the same clan of fine tailors for more than a century and a half now. When The Elegant fights, he protects his fine features behind a mahogany and brass physician's mask from the late 17th Century.

EYRINES, FALLEN - CR 6

Medium LE Human Monk (hungry ghost monk archetype)7
XP 2,400
Init +3 **Senses** Perception +9
Languages Draconic, English, Japanese

Defense
AC 17 **Touch** 15 **Flatfooted** 14 (+3 DEX, +2 armor, + 2 class)
HP 7d8 + 7 hp (41 HP)
Damage Reduction 3/- against small, ranged piercing weapons
FORT +6 **REF** +8 **WILL** +7 (+9 vs enchantment)
Defensive Abilities evasion, slow fall 30 ft, still mind

Offense
Spd 50 ft
Melee +8 unarmed strike (1d8+3 bludgeoning, 20/x2)
Flurry of Blows +8/+8/+3 unarmed strike (1d8+3 bludgeoning, 20/x2)
Ranged +8 black ki fire (2d8 fire, 19-20/x2, 25 ft range increment)
Special Attacks Punishing Kick (F-DC 14), Ki Strike (cold iron, magic, silver weapon or Eyrines Strike)
Special Qualities High Jump, Ki Pool (magic, 6 ki points), Maneuver Training

Statistics
Str 16 **Dex** 16 **Con** 13 **Int** 11 **Wis** 12 **Cha** 15
Base Atk +5 **CMB** +9 **CMD** 21
Feats Blind Fight, Combat Reflexes, Extra Ki, Eyrines Strike, Improved Grapple, Power Attack, Punishing Kick, Scorpion Style, Stand Still
Skills Acrobatics +11, Climb +11, Intimidate +10, Perception +9, Sense Motive +9, Stealth +10

Gear +1 quilted cloth armor

Ecology
Environment any urban (keeps to the back alleys of Tokyo, Chiba and Gunma Prefectures, avoids Okinawa at all costs)
Organization solitary
Treasure incidental

Special Abilities
Evasion (EX)
The Fallen Eyrines can avoid damage from many area-effect attacks. If the Fallen Eyrines makes a successful REF Save an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the Fallen Eyrines is unarmored or wearing light armor; if helpless, the Fallen Eyrines does not gain the benefit of evasion.

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Eyrines Fists (SU)
The Fallen Eyrines learned special, brutal katas for use against sexual predators, both human and demonic. The Fallen Eyrines receives a +3 insight bonus on attack rolls made to confirm a critical hit if the target has ever raped a sentient creature.

In addition, the Fallen Eyrines can spend a point from her Ki Pool to imbue her *unarmed strikes* or her *black ki flame* with the Eyrines Fist ability. When attacking any creature who has ever raped a sentient creature, of any species, the Fallen Eyrines receives a cumulative +1 bonus on attack and damage rolls for each rape the target has ever committed. There is no maximum limit to the bonus that can be accrued in this manner, making the Eyrines Strike ability ideal for battling elder demon lords and human predators. Once activated, this enhancement lasts a number of rounds equal to the Fallen Eyrine's Monk class level (seven rounds), or can be ended as a swift action.

Flames of Self Loathing (SU)
Each time the Fallen Eyrines activates her Eyrines Fist ability, her self loathing burns her with black flames that stink of sweat and cum and ash. When the Eyrines Fist ability activates, these black flames provide the Fallen Eyrines with a deflection bonus to AC equal to her CHA modifier (+2), but she suffers 1d6 fire damage per round aflame.

As an immediate action, the Fallen Enrines can concentrate and increase the strength of these black flames. While doing so, she suffers 3d6 points of Fire damage per round aflame, but increases the deflection bonus to AC to +5 and provides her with Spell Resistance 23. This Spell Resistance does not apply to spells with the *good* descriptor.

Life Funnel (SU)
When the Fallen Eyrines has at least 1 point remaining in her *ki* pool, she can steal a creature's life energy to replenish her own. If she scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer HP, she can heal a number of HP equal to her Monk level (7 HP). She cannot both steal ki and hit points, and must choose between the two options.

Steal Ki (EX)
The Fallen Eyrines can steal ki from other creatures, in a brutal act of rape. If the Fallen Eyrines scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer HP, she can steal some of that creature's *ki*. This ability replenishes 1 spent ki point to the Fallen Eyrine's ki pool, as long as the Fallen Eyrines has at least 1 ki point in her pool. She cannot exceed her maximum *ki.*

Nature
She started out with the best of intentions. Undercover to save a woman's life and sanity, or to kill some sadistic motherfucker who used his dick like a weapon. She took the kill-shot and realized she liked it. She took another mission, killed another rapist, but she took her time with this one. Made the kill hurt. She could've pushed the bastard's nasal cartilage up through his frontal lobe, ended it instantly, but she didn't. She broke fingers, snapped rips, dislocated knees, severed testes. Enjoyed the work, the kill. She enjoyed the next kill, breaking some pedophile bastard with her strong bare hands even more, not even noticing that her anti-rapist supernatural talents were starting to sting every time she activated them.

A few more kills under her belt, and when she tried to call upon her Eyrines power, her hands burned. She realized what she'd become- a monster getting a thrill off domination and violence. She was only one thin moral notch above the men she was killing. She left the Okinawa safehouse, knowing she wasn't worthy of sanctuary there anymore, and worried her former sisters might execute her. Or worse yet, rehabilitate her.

Now, she keeps to the shitty neighborhoods. To the shadows and the capsule hotels, always sits with her back to a wall. The demons she hunts want her cunt, carved out and served up on a platter. Her sisters? Do they still have her back? She doesn't know. Probably not. The only thing that makes her feel even remotely human is when she kills another rapist.

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EYRINES NIGHT SPARROW - CR 14

Medium LG Humanoid (MPH, human, mutant)
Fighter 11, Paladin 1, Rogue 1
XP 38,400 *(ad hoc adjustment due to superior gear and specialized training)*
Init +5 **Senses** Darkvision 90 ft, lowlight vision, Perception +10
Languages Celestial, English, Korean, Japanese
Aura Aura of Good

Defense
AC 25 **Touch** 16 **Flatfooted** 19 (+5* DEX, +1 dodge, +9 armor)
HP 12d10+1d8+39 hp (114 HP)
FORT +15* **REF** +10* **WILL** +7
Fast Healing 1
Damage Reduction 10/magic
Immune suffocation, vacuum (space suit)

Offense
Spd 30 ft Flight 120 ft (good)
Melee +19/+14/+9 sickle (1d6+7 slashing, 20/x2)
Ranged +19/+14/+9 *Eyrines 5.7mm SMG* (2d6+3 ballistic, 17-20/x2, 40 ft range increment, full auto, 18 box)
Sneak Attack +1d6
Special Attacks Smite Evil 1x/day
Special Qualities Armor Training +3, Aura of Good, No Breath (space suit), Weapon Training 3
Spell-Like Abilities (CL 1st Concentration +3)
At Will – Detect Evil

Statistics
Str 23* **Dex** 20* **Con** 16 **Int** 12 **Wis** 14 **Cha** 15
**includes modifications from her Grade II Powered Armor*
Base Atk +12 **CMB** +18 (+20 disarm) **CMD** 33
Feats Combat Expertise, Dodge, Flyby Attack[B], Greater Weapon Focus (Next Gen SMG), Hover[B], Improved Critical (Next Gen SMG) Improved Disarm, Iron Heart, Iron Heart, Mobility, Spring Attack, Weapon Focus (Next Gen SMG)
Skills Craft (electronic)+11 , Craft (mechanical) +9, Disable Device +6, Computer Use +6, Fly +18*, Intimidate +18, Knowledge (religion), Perception +10
Gear Night Sparrow Armor (mwk. Grade II Powered Armor with innate flight capability), *Eyrines 5.7mm SMG*, 10x spare clips, *+1 sickle,* 1x potion of *cure critical wounds*, 2x potions of *cure light wounds*, mwk. thief's tools

Ecology
Environment any urban (stationed at the Okinawa safehouse, deployed rarely)
Organization usually deployed in pairs or trios, the Sisterhood can deploy a maximum of 5 at any one time, and only under extraordinary circumstances
Treasure standard (including gear)

Special Abilities
Eyrines Apprentice (SU)
The Eyrines Night Sparrow has learned secret martial arts *katas* designed to punish and exterminate rapists. She receives a +3 insight bonus on attack rolls made to confirm a critical hit if the target has ever raped a sentient creature.

Eyrines Weapon (SU)
The Eyrines Night Sparrow is issued the iconic gun of the Eyrines Sisterhood, a mystically enhanced FNP-90. When used against outsiders as well as any sentient creature who has ever raped another sentient creature, of any species or gender, the Eyrines 5.7 mm SMG uses D12s for its damage dice.

Additionally, the Eyrines is especially deadly against serial sexual predators. For every creature the target has ever raped, regardless of species or gender, the Eyrines 5.7mm SMG receives a cumulative +1 holy bonus on attack and damage rolls. There is There is no maximum cap on damage that can be inflicted in this manner, making the Eyrines 5.7mm SMG an ideal weapon for dispatching elder *oni* and human predators.

Iron Heart (SU)
The Eyrines Night Sparrow can never be compelled to a sexual act against her will. She is immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not the Night Sparrow is immune to a specific ability depends on context. For instance, she is immune to *charm person* if the spell would compel her to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled her to drop her weapon and surrender.

Smite Evil (SU)
Once per day, the Eyrines Night Sparrow can call out to the powers of good to aid her in her struggle against evil. As a swift action, the Night Sparrow

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chooses one target within sight to smite. If the target is evil, the Night Sparrow adds her CHA bonus (+2) to attack rolls and her paladin level (+1) to all damage rolls made against the target of her smite.

If the target of the smite is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points. Regardless of the target, smite evil attacks automatically bypass any DR the creature may possess.

In addition, while smite evil is in effect, the paladin gains a +2 deflection bonus to AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect. The smite evil effect remains until the target of the smite is dead or the next time the Night Sparrow rests and regains her uses of this ability.

Nature

The most elite and respected soldiers within the Eyrines Sisterhood are the Night Sparrows- the heroic vigilante pilots of the extraordinary powered armor the Sisterhood forged at enormous challenge and expense. Only a handful of women have the determination, courage and tactical brilliance necessary to pilot a Night Sparrow, and the Sisterhood cultivates these special women as their most capable operatives. Night Sparrows are genetically modified in hidden womb techs using tech stolen from Black Japan's most cutting edge mega-corps, their bodies and minds comprehensively redesigned for the future. Garbed in bleeding edge powered armor, Night Sparrows are modern day, highly feminist knights.

The Night Sparrows are a weapon of last resort for the Eyrines Sisterhood. If a chapterhouse falls, or if a threat is too great for an individual Sister to handle, or if a demon poses a threat to Japan, or to humanity as a whole…a Night Sparrow squad might be sent in. Each time the Night Sisters are deployed, it taxes the Sisterhood's logistics nearly to the breaking point- as amazing as these gleaming chrome armors are, they're expensive to run, and even more expensive to repair. More importantly, the Eyrines Sisterhood is a study in low profile- deploying powered armor is the anti-thesis of the stealth that's kept the Sisterhood alive and functional this long.

The Night Sparrow armor itself is a beautiful, sleek powered armor chassis, with graceful lines for aerodynamics and passive stealth. The flight capable, strength-multiplying armors are painted in an eye-catching assortment of bright chrome colors, and in the field the Night Sparrows refer to one another by their suits' colors to protect their identities. Night Sparrows are protective of their identities in the extreme, knowing that anonymity is the only thing keeping them alive outside the armor.

Despite the Sisterhood's reluctance to deploy their powered armor elites, when Night Sparrows must be deployed, they do so in pairs or trios. Night Sparrows understand the value of teamwork, and fight intelligently with their partners. They take advantage of flanking, fire support and overlapping fields of fire whenever possible; if her comrades are downed, Night Sparrows are trained to retreat. Their lives and their armor are too precious to be wasted on suicide charges or vengeance missions. They genuinely do not like to fight alone, and knowing they are more vulnerable on the ground, prefer to stay airborne in combat.

The Eyrines Sisterhood only has the resources to field a very small cadre of Night Sparrows. The exact numbers are unknown, but they likely posses ten working suits at any given time, probably less. There's usually a suit or two down for maintenance or being used for parts at any given time. The Sisterhood deploys the Night Sparrows from specially modified semi trailers and panel vans, which serve as mobile headquarters, and easily blend into urban Japan.

EYRINES SUKEBAN - CR 2

Medium CG Human Combatant 3
XP 600
Init +1 **Senses** Perception +7
Languages Japanese

Defense

AC 12 **Touch** 11 **Flatfooted** 11 (+1 DEX, +1 armor)
HP 3d10+6 hp (27 HP)
FORT +5 **REF** +4 **WILL** +4
Defensive Abilities Evasion

Offense

Spd 40 ft
Melee +7 unarmed strike (1d8+5, 20/x2)

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Combatant Techniques Bee Stance

Statistics
Str 18 **Dex** 12 **Con** 15 **Int** 8 **Wis** 13 **Cha** 11
Base Atk +3 **CMB** +7 **CMD** 18
Feats Iron Heart, Iron Will, Power Attack, Step Up
Skills Knowledge (local) +5, Perception +7, Stealth +6
Gear school uniform, backpack, smartphone, 12x ziptie handcuffs, duct tape, flashlight

Ecology
Environment any urban (native to Japan)
Organization usually solitary, sometimes pair
Treasure incidental (including gear)

Special Abilities
Iron Heart (SU)
The Eyrines Sukeban can never be compelled to a sexual act against her will. She is immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not the Eyrines Sukeban is immune to a specific ability depends on context. For instance, she is immune to *charm person* if the spell would compel her to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled her to drop her weapon and surrender.

Eyrines Apprentice (SU)
The Eyrines Sukeban has learned secret martial arts *katas* designed to punish and exterminate rapists. She receives a +3 insight bonus on attack rolls made to confirm a critical hit if the target has ever raped a sentient creature.

Maneuver Training (EX)
The Eyrines Sukeban receives a +1 bonus on Combat Maneuver checks made to trip an opponent or avoid being tripped.

Nature
She's the meanest, toughest girl in her home room, and considers it her duty to protect her meeker classmates. The Eyrines Sukeban is a street-savvy troublemaker who knows there are very bad things prowling the Tokyo night, and has even killed a couple. Unfortunately, breaking the necks of a few *oni* rapists on the prowl is a far cry from being ready to face the night's true horrors, and unless she plays it careful, the Eyrines Sukeban will never live to meet the heroic Sisterhood she's heard rumors about.

The Eyrines Sukeban is a fit Japanese girl in her late teens, her body conditioned by school athletics and after hours training with a heavy bag. She's a self taught vigilante, committed to protecting women from the things she sees in the shadows. She can't afford any real gear- when she hunts she pulls a heavy black hoodie over her street clothes, and wears padded fighting gloves she bought online.

EVERYSUMMER IDOL - CR 4

Medium NG Human Idol Bard 5
XP 1,200
Init +1 **Senses** Perception +1
Languages Japanese and one other Earth language of Choice, usually English or one other Asian language

Defense
AC 19 **Touch** 15 **Flatfooted** 18 (+1 DEX, +4 luck, +4 armor)
HP 5d8 hp (26 HP)
FORT +1 **REF** +5 **WILL** +5

Offense
Spd 30 ft
Melee +3 unarmed strike (1d4 nonlethal)
Ranged +4 Golden Microphone (2d4+1 sonic, 20/x2, 80 ft range increment)
or +16 Perform (sing) Golden Microphone (2d4+1 sonic, 20/x2, 80 ft range increment)
Special Qualities Bardic Knowledge +2, Bardic Performance (W-DC 16 where applicable) (countersong, distraction, fascinate, inspire courage +2, inspire competence +2, versatile performance: Sing for Bluff and Sense Motive, well-versed)
Spellcasting (CL 5th Concentration +9)
Zero Level –Ghost Sound, Impudent Little Tongue[E], Lullaby (W-DC 14), Lustglimmer[E], Resistance, Unseen Servant
First Level – (5 slots) Charm Person (W-DC 15), Innocence, Restful Sleep, Saving Finale, Solid Note
Second Level – (3 slots) Allegro, Heroism, Hypnotic Pattern (W-DC 16)
[E]= new spell described fully in Enchantments of Black Tokyo

Statistics
Str 11 **Dex** 13 **Con** 10 **Int** 14 **Wis** 12 **Cha** 19

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Base Atk +3 **CMB** +3 **CMD** 14
Feats Extra Performance, Skill Focus (Perform: sing), Super Kawaii
Skills Acrobatics +9, Computer Use +7, Diplomacy +12, Disguise, Knowledge (pop culture, one other of choice) both +10, Perform (sing) +15, Perform (dance) +12, Perform (one other of choice) +10
Gear Concert Outfit, +1 Golden Microphone, smart phone, 2x Idol's Strawberries

Ecology
Environment urban (Tokyo, particularly Electric Town)
Organization solitary, shopping trip (2-5) or performance group (6-12)
Treasure double standard (including gear)

Special Abilities
Bardic Performance (SU)
The Everysummer Idol may use up to 22 rounds of bardic performance per day.

Bound by Innocence (SU)
The Everysummer Idol is required to maintain a positive and squeaky clean public image. Serious media scandals, public romantic entanglements, or public opinion turning against her imposes a -5 penalty on all CHA based skill checks and limits her purchasing power for 2d4 days after the scandal or incident.

Everysummer Enchantment (SU)
The Everysummer Idols are a diverse group of extraordinary young performers; each and every member of the 40-90 woman-strong mega-group has her own unique talent. Each Everysummer Idol has one minor special ability chosen from the list below. The gamemaster can also customize additional special powers; Everysummer Idols are never what you expect, after all.

Activist Idol: the Everysummer Idol and all allies within 30 ft receive a +4 morale bonus on saving throws against fear effects.

Eternal Idol: once per day, the Everysummer Idol can reroll a failed Saving Throw that would result in her death or permanent incapacitation. Alternatively, the Everysummer Idol may allow an ally within 30 ft to expend this ability as an immediate action.

Golden Glow: the Everysummer Idol can use light at will as a spell-like ability, CL 5th. She is immune to the blinded condition.

Glorious Love: any creature having a consensual sexual encounter with the Everysummer Idol recovers 1d4 HP at the end of the act, and the Idol recovers the same HP total. She can benefit form this ability once per day, but may aid an unlimited number of willing creatures.

Illusion's Heart: all allies cast Enchantment and Illusion spells at +1 caster level when within 30 ft of the Everysummer Idol.

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Lucky Idol: the Everysummer Idol and all allies within 30 ft receive a +1 luck bonus on all Saving Throws.

Idol's Hit (EX)
When the Everysummer Idol makes a Perform (sing) check, treat a result of 1-9 as if she rolled a 10 instead.

Nature
Headquartered in their own concert theater in the heart of Akihabara, the Everysummer Idols are Japan's largest, cutest and most beloved group of idol singers. Beautiful, vivacious and talented women from around the country are chosen in highly publicized, televised contests, trained extensively and unveiled before an adoring public. The members of the Everysummer Idols stay with the group for a few years, most graduating to solo careers or other ventures sometime in their early twenties. All of them are beautiful, all of them are charming, and all of them are acutely aware of the need to maintain an expertly managed public image.

Members of the group appear on stage in glowing, luminous, frilly dresses in a rainbow of colors. No member has the exact same color palette or style as any other; when a group of idols plays together, their colors are chosen to reflect their personalities and role within the group, like a sentai hero team's color scheme. Most Everysummer Idols are human, but occasionally a Kitsune, Kami or other mystical being (who can easily pass for human) joins the group. Most Doujinishi are too openly sexualized to become Everysummer Idols, even if they are quite gorgeous and talented.

Familiar	Special Ability Granted
Cait	Master can apply one of several metamagic feats to a chosen spell once per day
Phallic Cobra	Master gains a +3 bonus on Perform (sexual) checks
Tail Gunner	Master gains a +3 bonus on Knowledge (history) checks

BLACK JAPAN'S FAMILIARS

The new familiars presented here are fairly common among Black Tokyo's spellcasters. In many cases, these statistics can be used for normal creatures as well. These familiars use the standard rules for familiars presented in the *Pathfinder RPG Core Rulebook*. Tiny or smaller familiars in this section use DEX to modify Climb and Swim skill checks.

Small Familiars
As Small creatures, Small Familiars threaten the areas around them, and can be used to flank enemies, though both familiars and their masters are loath to use such tactics, as the usual result is a dying familiar. Small familiars are harder to conceal and keep out of sight than Tiny familiars.

FAMILIAR, CAIT - CR 1/3

Tiny N Magical Beast
XP 135
Init +1 **Senses** Lowlight vision, scent, Perception +2

Languages understands Japanese

Defense
AC 13 **Touch** 13 **Flatfooted** 12 (+2 size, +1 DEX)
HP 1d10-2 hp (3 HP)
FORT +0 **REF** +5 **WILL** +1

Offense
Spd 20 ft
Melee -1 bite (1d4-4 piercing, 20/x2)
Special Qualities Mystic Augmentation
Spell-Like Abilities (CL 1st Concentration +2)
At Will – Light

Statistics
Str 3 **Dex** 12 **Con** 7 **Int** 3 **Wis** 12 **Cha** 11
Base Atk +1 **CMB** -5 **CMD** 6
Feats Lightning Reflexes
Skills Climb +5, Perception +2 (racial modifiers: +4 Climb)

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Ecology
Environment any urban
Organization accompanying a master (rarely, if ever, found alone)
Treasure none

Special Abilities
Mystic Augmentation (SU)
Cait are natural-born familiars. Once per day, their bonded spellcaster can cast a spell as either *Dazing, Enlarged, Extended* or *Merciful*, without changing the spell's level or increasing its casting time. The spellcaster makes the choice at the moment the spell is cast and must either be touching, or at least adjacent, to the Cait when doing so.

Nature
The bright and clever little creatures called Cait are native to the Tatakama, but a huge breeding population has crossed the dimensional barrier into modern Black Japan. Cait resemble small, rather cuddly mammals with mingled cat and raccoon traits. They have small, flightless wings protruding from their shoulder blades and a glowing lure-thing atop their skulls that resembles a glowing bell. Cait fur is always some pastel shade, often pink or violet. Cait aggressively seek out young spellcasters and its they that choose their masters, rather than potential masters picking out a Cait familiar.

FAMILIAR, PHALLIC COBRA - CR 1/3

Tiny NE Magical Beast
XP 135
Init +1 **Senses** Lowlight vision, scent, Perception +1

Defense
AC 13 **Touch** 13 **Flatfooted** 12 (+2 size, +1 DEX)
HP 1d10 hp (5 HP)
FORT +2 **REF** +3 **WILL** +1
Immune Pleasure

Offense
Spd 20 ft
Melee +4 bite (1d3-3 piercing +1d6 pleasure, 20/x3)

Statistics
Str 5 **Dex** 13 **Con** 11 **Int** 3 **Wis** 12 **Cha** 6
Base Atk +1 **CMB** +0 **CMD** 10
Feats Agile Maneuvers, Weapon Finesse
Skills Stealth +13

Ecology
Environment any land
Organization solitary, mated pair or swarm (3d6)
Treasure incidental

Special Abilities
Rapicious Grapple (SU)
The Phallic Cobra receives a competence bonus on combat maneuver checks to begin or maintain a grapple equal to the amount of Pleasure damage it has inflicted on the target via its bite within the previous round.

Rapist (EX)
The Phallic Cobra is just sentient enough that its hunting methods are considered a volitional act of rape. The Phallic Cobra is vulnerable to effects with the Eyrines descriptor.

Nature
Phallic Cobras are dangerous occult serpents native to the Tatakama. While their usual diet includes small birds and lizards, Phallic Cobras prefer intelligent prey, often attacking sleeping children and unwary maidens. They dimly prefer female prey, but can and do violate men when the opportunity presents itself. Once a Phallic Cobra injects its deadly, ecstatic venoms, it becomes increasing difficult to dislodge, often crawling directly into the victim's sexual orifices to feed from within. These deadly serpents are often domesticated by rapacious mages and sexual sadists with a knowledge of the occult.

Phallic Cobras are slender serpents roughly a meter long. Their scales are a gleaming silver, and their fangs drip a slick, foaming azure venom.

FAMILIAR, TAIL GUNNER - CR 1/2

Tiny N Construct
XP 200
Init +1 **Senses** Darkvision 60 ft, Perception +0

Defense
AC 15 **Touch** 13 **Flatfooted** 14 (+2 size, +1 DEX, +2 natural)
HP 1d10 (5 HP)
FORT +0 **REF** +1 **WILL** +0
Immune construct immunities

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Offense
Spd Fly 30 ft (poor)
Ranged +4 cannons (1d6 ballistic, 20/x2, 10 ft range increment)

Statistics
Str 10 **Dex** 12 **Con** - **Int** 1 **Wis** 11 **Cha** 1
Base Atk +1 **CMB** -1 **CMD** 12 (cannot be tripped)
Skills Fly +2

Ecology
Environment any (always accompanying a master)
Organization accompanying a master
Treasure none

Nature
Tail Gunners are tiny little arcana-tech drones popular with Assault Witches and Combined Fleet POETICA. The little flying robot resembles a miniature battleship turret, with two toy-sized main guns which can traverse and rotate freely. The Tail Gunner floats via hissing steam jets at the base of the turret. Tail Gunners are mostly battleship-grey, but have red or gold markings, including the ship numbers of famous Japanese warships and cruisers. Tail Gunners are fairly dimwitted, trailing mindlessly behind their master and occasionally letting out beeps and clanks, but they can be surprisingly protective of their masters.

FATALITY - CR 5

Large CE Monstrous Humanoid (Battlechanger) Combatant 5
XP 1,600 *ad hoc adjustment due to superior gear and min-maxed combat design*
Init +6 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +7
Languages Infernal, Japanese, Tech-TY

Defense
AC 24 **Touch** 16 **Flatfooted** 18 (-1 size, +1 class, +6 DEX, +8 natural)
HP 5d10 +5 hp (33 HP)
FORT +5 **REF** +10 **WILL** +0
Defensive Abilities Evasion, Uncanny Dodge
Immune Electricity, Suffocation, Vacuum
Weaknesses Cybernetic Security Risk -1

Offense
Spd 50 ft
Melee +11/+5 *shocking burst unarmed strike* (2d6+2 bludgeoning +1d6 electricity, 20/x2)
Ranged +11/+5 heavy ion pistol (2d8+1 electrical, 18-20/x2, 50 ft range increment, single shot, 12 cell)
Combatant Techniques Arrogant Style, Bee Stance
Special Qualities No Breath, Unhealing
Spell-Like Abilities (CL 5th Concentration +6)
At Will – Lightning Bolt (5d6 electrical, R-DC 13; costs 3 Fuelon/usage)

Statistics
Str 13 **Dex** 22 **Con** 13 **Int** 12 **Wis** 9 **Cha** 14
Base Atk +5 **CMB** +6 (+9 dirty trick) **CMD** 22
Feats Combat Reflexes, Improved Dirty Trick, Improved Unarmed Strike, Passenger Hauler, Weapon Finesse
Skills Acrobatics +14, Intimidate +10, Perception +7, Perform (blood sports) +10, Stealth +10
Gear +1 heavy ion pistol, 2x spare cells
Cybernetics
Headware – Onboard Computer
Shannix Budget
Efficient Systems (1), Extra Fuelon Reserve x3 (3 Shannix total), Fuelon Regenerator (2), Spell-Like Technology (lightning bolt) (6), Triple Changer (5)

Ecology
Environment any urban (particularly Tokyo's Akihabara and Roppongi districts during Rape Pure Fight bouts)
Organization solitary
Treasure standard

Special Abilities
Arrogant Style (EX)
Fatality can make an Intimidate check to demoralize an opponent as a move equivalent action.

Counter Grapple (EX)
Fatality may make an attack of opportunity against a creature attempting to grapple him. This does not allow Fatality to make an attack of opportunity against a creature with the Greater Grapple feat, or the Superior Grapple class ability.

Evasion (EX)
Fatality can avoid damage from many area-effect attacks. If Fatality makes a successful REF Save an attack that normally deals half damage on a

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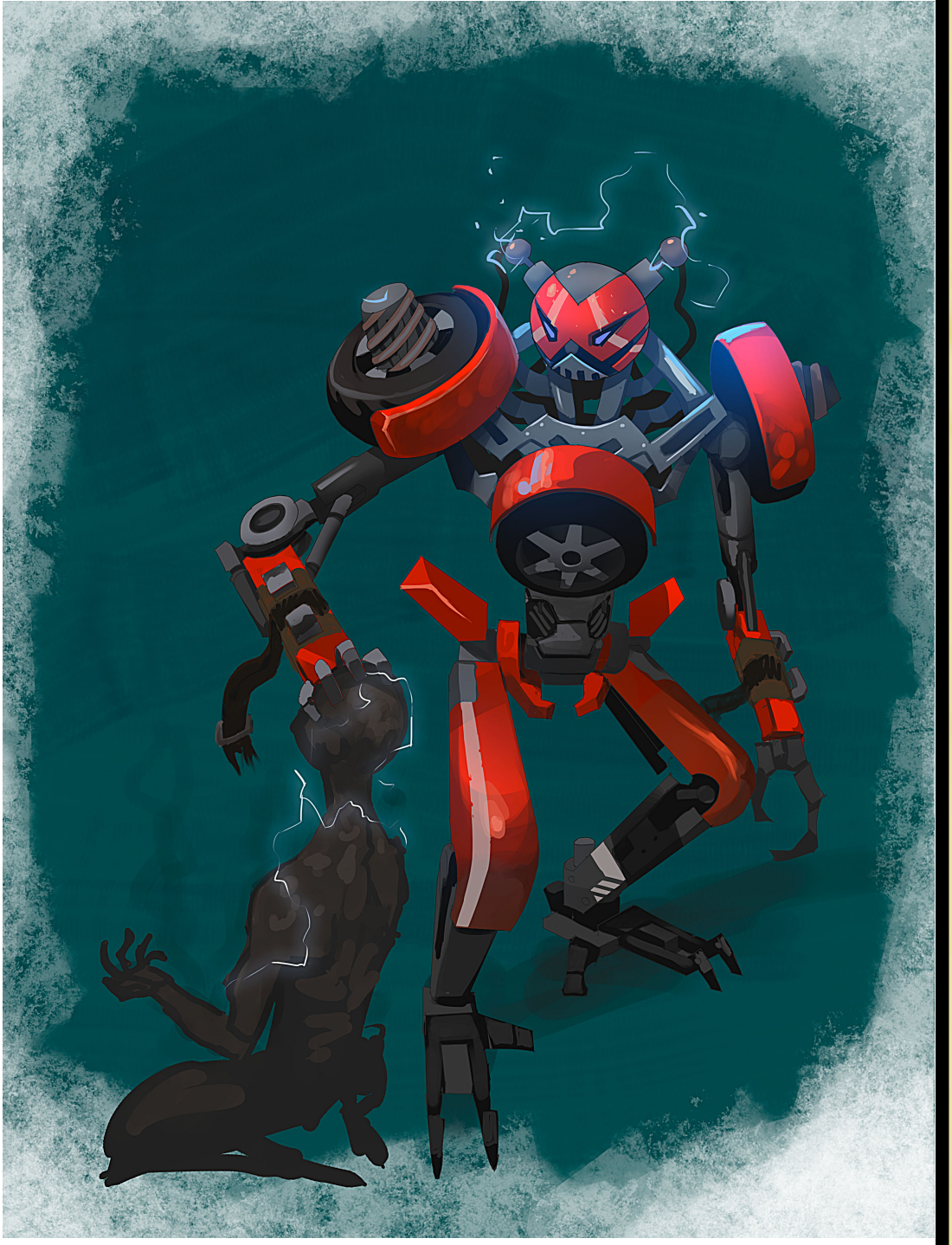
successful save, he instead takes no damage. Evasion can be used only if Fatality is unarmored; if helpless, Fatality does not gain the benefit of evasion.

Fuelon Conversion (EX)
Fatality can convert Terran energy sources into Fuelon. He prefers to convert electricity into Fuelon, requiring thousands of kilowatts to produce a single artificial Fuelon crystal.

Fuelon Reserve (EX)
Fatality has 12 points in his Fuelon reserve. He can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.



Maneuver Training (EX)
Fatality receives a +1 bonus on Combat Maneuver checks made to inflict a dirty trick or avoid a dirty trick.

Massive Strength (EX)
Fatality's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are 20 times greater than a humanoid creature of his size. Fatality's maximum load is 3,000 lbs.

Superior Grapple (EX)
Fatality is a superior grappler. He suffers no penalties on attack rolls, can make attacks of opportunity while grappling and retains his DEX bonus to AC when pinning an opponent or when grappled.

Uncanny Dodge (EX)
Fatality gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his DEX bonus to AC if immobilized. Fatality can still

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lose his DEX bonus to AC if an opponent successfully uses the feint action against him.

Alt-Mode 1
Fatality's primary alt-mode, which he views in purely pragmatic terms, is an advanced, electric-engine version of a Can-Am Spyder tricycle. His alt-mode is a harsh, blood red accented by crimson, with custom rims like shuriken. Fatality can change from either alt-mode to robot mode or to his other alt-mode as a move equivalent action that never provokes attacks of opportunity.
Classification Medium Ground Mover (Can-Am Spyder)
Armor Class 24 (Stripped Armor disadvantage)
Spd 150 ft
Maximum Load 15,000 lbs
Fatality's passenger hauler feat allows him to carry one Medium passenger without it counting against his encumbrance.

Alt-Mode 2
Fatality's second, and far preferred alt-mode is a looming red steel and black rubber electric chair. Fatality can change from either alt-mode to robot mode or to his other alt-mode as a move equivalent action that never provokes attacks of opportunity.
Classification Large Gadget (electric chair)
Armor Class 16 (stripped armor disadvantage, immobility)
Spd immobile
Maximum Load not applicable
In electric chair form, Fatality gains access to the following spell-like ability.
Spell-Like Abilities (CL 5th Concentration +6)
At Will *– Shocking Grasp (5d6 electrical; costs 1 Fuelon/usage)*

Nature
By his own choice, Fatality is cut off from the Tyrakron Empire's chain of command; he went rogue several millennia ago. Only the fact the Empire's had other concerns on its mind (namely the Freegear Rebellion) has kept him functioning. That might change now that Fatality's come to Earth, on a mission of his own. That mission has nothing to do with galactic conquest- Fatality prefers a more personal form of dominance. By human standards, Fatality is a serial killer and lust murderer, driven by a fanatical sense of superiority to the organics he tortures and kills without mercy. His obsession with killing organics, with cleansing the galaxy of their taint, was too much even for the Tyrakron Empire.

Fatality has found a new home among the Black Japan's *Rape Pure Fight!* circuit. The other fighters, even Taru Tsuyoi don't fully understand what he is- an aluminum *oni* from beyond the stars, an intelligent machine that lives for the kill, a transforming mecha anime horror come to strange life. Fatality is a crowd pleaser without compare. He prefers finishing his fight by strapping an unconscious but still breathing opponent into his electric chair alt-mode, and dealing death with the same energy that sustains his own life functions.

Fatality is a powerfully built black mechanoid with lithe, humanoid proportions. His long, slender limbs are sheathed in black and crimson aluminum. His tricycle mode's heavy tread tires become part of his shoulder assembly, and constantly crackle with electricity transmitted to his knuckles, like Tesla coils. His face is robotic and inhuman, but somehow sneering and cruel.

If encountered as part of an official *Rape Pure Fight!* bout, Fatality sets aside his heavy ion pistol, fighting only with his electro-charged fists and innate spell-casting abilities. He is often accompanied by several *Fleshchangers*, as recovered blood, semen and bone from fallen Rape Pure Fighters is used in the bio-tech/occult creation processes that births these foul creatures.

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FIREFLY YOKAI - CR 6

Small CN Undead (fire)
XP 2,400
Init +3 **Senses** Darkvision 90 ft, lowlight vision, Perception +2
Languages Japanese
Aura Half-Life Aura (30 ft radius, bright illumination and exposure to a lightly irradiated area)

Defense
AC Touch Flatfooted (+1 size, +3 DEX, +4 deflection)
HP 9d8+36 hp (77 HP)
FORT +3 **REF** +6 **WILL** +10
Immune Fire, Swarm Traits (in swarm form only) Undead Immunities, Weapon Damage (in swarm form only)
Weaknesses Sunlight Powerlessness

Offense
Spd Flight 60 ft (perfect)
Melee two +9 claws (1d4-3 slashing, plus 1d6 fire, 19-20/x3)
Melee swarm (1d8 fire plus exposure to a heavily irradiated area)
Special Attacks Distraction (F-DC 19)
Spell-Like Abilities (CL 9th Concentration +13)
At Will – Burning Hands (R-DC 15)
1x/day – Fireball (R-DC 17)

Statistics
Str 4 **Dex** 16 **Con - Int 7 Wis** 14 **Cha** 18
Base Atk +6 **CMB** +8 **CMD** 18
Feats Agile Maneuvers, Hover, Iron Will, Skill Focus (fly), Weapon Finesse
Skills Acrobatics +10, Climb +3, Fly +23, Stealth +15

Ecology
Environment urban and ruins (found exclusively in the cities of Hiroshima and Nagasaki, though a handful have been reported in the Fukushima region within the past year)
Organization solitary or 1d4+1
Treasure incidental

Special Abilities
Firefly Swarm (SU)
The Firefly Yokai can discorporate her ghostly body at will, gaining the *Swarm* subtype and its associated abilities, as her body becomes a mass of glowing, superheated spectral fireflies. Assuming swarm form or returning to physical form is a move equivalent action.

Each round the Firefly Yokai remains in swarm form, both her maximum and current HP are reduced by one point, as glowing motes of her soul are forever lost.

Anyone damaged by her swarm form is also exposed to an intensely radioactive area for each round they remain within the Firefly Yokai's space.

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Half-Life Aura (SU)
A 30 ft radius around the Firefly Yokai is considered a *lightly irradiated* area. Creatures in the young adult age category and younger, as well as creatures with any trait or feat with Loli in the name are immune to the effects of this aura.

Half-Life Magic (SU)
Any creature damaged by the Firefly Yokai's spell-like abilities is considered exposed to an intensely radioactive area for one round.

Sunlight Powerlessness (EX)
The Firefly Yokai is utterly powerless in bright light or natural sunlight and flees from it. A Firefly Yokai caught in such light cannot attack and can only take a single move or standard action.

Nature
Firefly Yokai are the souls of children killed during the atomic bombings of WWII. Damaged and maddened by their deaths, these ghostly children only wish to play- forever. Firefly Yokai haunt schools and playgrounds in Hiroshima and Nagasaki, dark local legends that are the reason most adults don't let their children out to play alone after sunset. They never harm mortal children, though they might terrify them. However if any adult interrupts their 'playtime', Firefly Yokai discorporate into burning swarms of atomic fireflies and commit murder via radiation exposures capable of killing a grown man in seconds.

Firefly Yokai appear as ghostly children dressed in outdated styles. Their pathetic little bodies are covered in a thin sheet of roiling crimson and orange plasma, and the ghostly children are always smiling and excited. Firefly Yokai appear as the sun sets, first as drifting swarms of fireflies alighting on playground equipment, and take more tangible form as the daylight fades. Come morning, they abandon the playground, often leaving hotly radioactive adult corpses in their wake….

FLAWED YUREI - CR 5

Large Undead (one subtype of choice)
XP 1,600
Init +5 **Senses** Darkvision 90 ft, lowlight vision, Perception +9
Languages understands Japanese, does not speak
Aura Stench (30 ft, FORT DC 14)

Defense
AC 19 **Touch** 11 **Flatfooted** 18 (-1 size, +1 DEX, +1 dodge, +8 natural)
HP 7d8 hp (32 HP)
FORT +2 **REF** +3 **WILL** +8
Regeneration 2 (fire and one other effect, see Failed Ghost)
Defensive Abilities Evasion
Immune undead immunities

Offense
Spd 40 ft Climb 40 ft
Melee +8 tongue (1d8+4 bludgeoning, 20/x2 plus grab, up to 30 ft reach) and +8 bite (1d6 piercing, 20/x2 plus *filth fever*, F-DC 14 negates)
Special Qualities Constrict (1d8+4 bludgeoning), Grab

Statistics
Str 19 **Dex** 13 **Con - Int** 5 **Wis** 16 **Cha** 11
Base Atk +5 **CMB** +10 (+16 grapple) **CMD** 21
Feats Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Skill Focus (stealth)
Skills Climb +16, Stealth +7, Perception +9 (racial modifiers: +8 Climb)

Ecology
Environment any urban, ruins or cold forests
Organization usually solitary, only appears in pairs or gangs of 2d4 in times of great spiritual crisis
Treasure incidental

Special Abilities
Failed Ghost (SU)
Flawed Yurei are spawned from the souls of creatures too mentally weak to withstand the spiritual metamorphosis into a particular type of more enlightened undead. Each Flawed Yurei has one of the following subtypes and an associated ability, chosen by the game master. The Flawed Yurei's regeneration can be suppressed by a particular substance or attack form, determined by its subtype.

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Akaname
The Flawed Yurei receives a +8 racial bonus on Stealth checks made in bathrooms or similar facilities, as well as a +1 morale bonus on attack and damage rolls on creatures who have urinated or defecated within the past ten minutes. This Flawed Yurei's regeneration can be suppressed by spells and effects with the *skatto* descriptor.

Goryohime
The Flawed Yurei receives a morale bonus on melee attack and damage rolls with its tongue equal to its victim's CHA modifier. This Flawed Yurei's regeneration can be suppressed by melee attacks made by any Goryohime character.

Ubume
The Flawed Yurei receives a +1 morale bonus on attack and damage rolls against female creatures- this increases to a +2 bonus if the female is currently pregnant, nursing or has undergone an abortion or miscarriage within the previous month. This Flawed Yurei's regeneration can be suppressed by melee attacks made by any pregnant woman or any Ubume character.

Tongue Like a Noose (EX)
The Flawed Yurei's preferred hunting strategy is to lurk in the shadows of a ceiling, and use its long, prehensile tongue to strangle and ensnare victims passing below. The Flawed Yurei receives a +4 racial bonus on grapple checks with this weapon, which has a 30 ft reach.

The Yurei can end a grapple with its tongue any time as an immediate action. If holding a victim off the floor with its tongue, the victim treats the fall as being +10 ft higher than its actual distance for determining damage inflicted.

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Nature
Flawed Yurei are dimwitted and dangerously predatory undead spawned from souls too weak to survive the spiritual transformation into a more enlightened form of undead upon their mortal death. These pathetic yet deadly wretches lurk on the fringes of human civilization, surviving as greedy, opportunistic predators. They prefer children and the elderly as victims, but will devour any human who doesn't seem able to fight back effectively, and are surprisingly clever at avoiding demon hunters and humans traveling in groups.

Flawed Yurei are walking corpses with skin the slick, wet grayish-black of active rot. Their limbs protrude at strange angles and are jointed incorrectly, so these undead move in illogical ways that are painful to watch. Despite this, they're fast, and move across ceilings like demonic spiders- they prefer to hunt from ambush, and always from a high place. Flawed Yurei have long, whip-like tongues that are their primary weapon. They smell unbelievably bad, like rancid cooking grease mixed with shit.

FLESHCHANGER - CR 6

Medium NE Monstrous Humanoid (Battlechanger)
XP 2,400
Init +2 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +12
Languages Japanese, Tech-TY

Defense
AC 16 **Touch** 12 **Flatfooted** 14 (+2 DEX, +4 natural)
HP 8d10+24 hp (68 HP)
FORT +5 **REF** +8 **WILL** +7
Immune suffocation, radiation, vacuum
Weaknesses Cybernetic Security Risk -1

Offense
Spd 30 ft
Melee +12/+7 slam (1d8+4 bludgeoning, 20/x2) OR
+14/+9 Kiss-bane phallic spear (1d8+4 piercing, 19-20/x2 plus Bleed 1, 30 ft maximum range)

Favored Enemy Kiss Friends +4
Special Qualities Freeze (alt mode only), No Breath
Spell-Like Abilities (CL 8th Concentration +9)
At Will – butchery saw (costs 1 Fuelon/use)
- samebito's maw (costs 2 Fuelon/use)

Statistics
Str 19 **Dex** 15 **Con** 16 **Int** 11 **Wis** 12 **Cha** 13
Base Atk +8 **CMB** +12 **CMD** 24
Feats Combat Reflexes, Phallic Spear Mastery, Phallic Spear Technique, Power Attack, Rapist's Camaraderie, Weapon Focus (phallic spear)
Skills Acrobatics +13, Intimidate +12, Knowledge (local) +11, Perception +12
Cybernetics
Headware – Onboard Computer
Shannix Budget

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Efficient Systems (1), Feat Programming (*weapon focus, power attack)* (4 total) Spell-like Technology (*butchery saw*) (2), Spell-like Technology (*samebito's maw*) (4) Special Weapon (*+1 Kiss-Bane phallic spear*) (2)

Ecology
Environment any urban
Organization solitary, pair, or squad (4-8 plus Tyrakron Hunter-Killer or similar Tyrakron officers)
Treasure standard

Special Abilities
Fuelon Reserve (EX)
Fleshchangers have 8 points in their Fuelon reserve. They can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Kiss Hunter (EX)
The Fleshchanger is specially trained to hunt and murder Kiss Friends, in hopes of breaking the alliance between humans and Freegear Battlechangers. The Fleshchanger's phallic spear gains the Bane property against any creature with the Kiss Friend trait or any similar feat.

The Fleshchanger recieves the benefit of a Ranger's favored enemy bonus against creatures with the Kiss Friend trait.

Massive Strength (EX)
A Fleshchanger's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are 10 times greater than a humanoid creature of his size. A Fleshchanger's maximum load is 3,500 lbs.

Phallic Spear Technique (SU)
As a move equivalent action that provokes attacks of opportunity, the Fleshchanger may transform his tongue-cock into a razor edged prehensile tendril, a deadly living spear that can penetrate virtually any defense.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance, with a maximum reach of 30 ft. The phallic spear is considered a magic weapon for the purpose of overcoming damage reduction.

The flexible, muscular combat penis grants him a +2 bonus to CMB checks. Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 2, 16 HP.

If the Fleshchanger's Phallic Spears are severed, the Fleshchanger loses the benefit of this feat for 48 hours, until the magically enhanced phallus regenerates, and suffers severe shock and blood loss. He must make a FORT save (DC 10 + the amount of damage dealt) or be *nauseated* for 2d6 rounds. Additionally, the wound bleeds severely, losing 3 HP per round until the Fleshchanger receives any amount of magical healing or a DC 15 Heal check.

Rapist's Camaraderie (SU)
While within 30 ft of any sentient male creature who has raped or seriously injured (removed at least half her total HP) any sentient female within the last 24 hours, the Fleshchanger receives a +1 morale bonus on melee attack and damage rolls as well as Combat Maneuver checks made and unarmed damage rolls against women. This bonus increases by +1 for every rapist within range, to a maximum +10 bonus.

Techno-Organic (EX)
Fleshchangers can naturally recover expended Fuelon by resting for 8 hours and consuming appropriate nutrition.

Alt-Mode
The Fleshchanger can assume the form of a very expensive, very fast, Japanese racing motorcycle. The creature does not transform normally, via the shifting of parts and a puzzle-like reassembly into a new shape. Instead the Fleshchanger curls into a fetal position from which his organic 'robot mode' components liquefy and flow into motorcycle configuration, rapidly hardening into vehicular steel and plastic.

The Fleshchanger can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Medium Ground Speedster (Japanese racing motorcycle)
Armor Class 14 (Stripped Armor disadvantage)

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Spd 1,000 ft
Maximum Load 875 lbs
The Flesh Changer may use his Phallic Spear melee attack normally while in his motorcycle form.

Nature
Fleshchangers are an unnatural hybrid of human biology and Battlechanger mechanics, producing relatively small yet powerful shock troopers. Fleshchangers marry the worst aspects of the fearsome Tyrakron Empire- arrogance, cruelty and superiority with humanity's inherently lustful nature. The result is a bio-mechanical horror with many of the advantages of the Battlechanger species, namely near indestructibility and innate shapeshifting gifts, yet still able to wield the carnal weapons developed in Black Japan's occult underworld.

Fleshchangers are born on Earth in specialized factory-wombs erected near places of lust and carnality. Many were birthed in the shadow of Shibuya's *Love Hotel Hill,* and plague the Tokyo Metropolitan region. The greater Tyrakron Empire on Earth utilizes its Fleshchanger minions as shocktroops, yet mistrusts the bio-mechanical warriors.

Tyrakron command is as disgusted by these fleshy hybrids as most Earthers are. While these powerful minions are often assigned search and destroy or terror missions, they are never trusted with more subtle or elegant tasks. The Tyrakron Empire is well aware of the creatures' fetishization of rape and sexual violence, yet as the victims are almost exclusively human, the Empire cares very little. These crimes are viewed as signs of insanity and lack of discipline on the Fleshchanger's part, consorting with inferior life forms, rather than more serious flaws in the creatures' nature.

Fleshchangers are mannequin-like fleshy androids that reside firmly in the Uncanny Valley. Their bulging musculature has a slick, sickeningly plastic texture. The creatures normally have a featureless expanse of pale pink plasti-flesh in lieu of a face, but when consumed by lust, they extend a long, penile tongue that drips milk-like fluid and can harden into a lethal, edged shaft. Fleshchangers usually remain silent, only vocalizing when taunting human prey. They are serial murderers and rapists, with a preference for children and teenagers who, unbeknownst to themselves, carry the capacity for a Kiss Merge latent within them. Fleshchangers are among the foremost threats facing Japan's newly established *Kiss Teams*.

FLESH MOTHER - CR 12

Huge NE Aberration
XP 19,200
Init +0 **Senses** Darkvision 90 ft, *scent,* Perception +24
Languages Japanese, *telepathy* 100 ft
Aura Stench (30 ft, F-DC 25 negates)

Defense
AC 28 **Touch** 13 **Flatfooted** 28 (-2 size, +5 deflection, +15 natural)
HP 17d8+ 119 hp (196 HP)
FORT +12 **REF** +0 **WILL** +16
Damage Reduction 10/slashing
Resist Negative Energy 20, Pleasure 10
Immune acid, ballistic, disease, poison

Offense
Spd – (immobile)
Melee four +15 tendrils (2d6+5 slashing, 19-20/x2 plus grab; up to 60 ft reach)
Special Attacks breath weapon (every 1d6 rounds, 60 ft cone, 8d6 acid, REF DC 25 half)
Special Qualities Masturbating Regeneration, Soldier Gestation

Statistics
Str 20 **Dex** 10 **Con** 24 **Int** 19 **Wis** 18 **Cha** 15
Base Atk +12 **CMB** +18 (+20 grapple) **CMD** 28 (immune to bullrush, trip, reposition)
Feats Combat Expertise, Greater Grapple, Greater Trip, Improved Grapple, Improved Trip, Iron Will, Power Attack, Unbirth, Vaginal Prison
Skills Bluff +22, Diplomacy +22, Knowledge (arcana, the planes) both +16, Knowledge (civics, technology) both +13, Perception +24, Perform (sexual) +19, Sense Motive +24
Gear *binding chains of protection +5* (as ring of protection), several weapons lockers nearby containing Military Plasma Rifles and spare e-clips for use by newly spawned ***Oni-Marrow Elites***

Ecology
Environment any urban (often ensconced in the bowels of an Amakaze owned skyscraper)

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Organization protected behind legions of Oni-Marrow Elites and similar guardians
Treasure double standard (in lair)

Special Abilities
Masturbating Regeneration (SU)
The Flesh Mother's whip-cord tendrils drip with the fluids of her lust, and she masturbates constantly, caressing her warped but strangely alluring body. Each tendril attack the Flesh Mother foregoes in a round caresses and masturbates her, healing her 4d6 Hit Points. She cannot rise above her normal maximum HP total in this way.

If the Flesh Mother uses all four tendrils to masturbate on the same round, her breath weapon recharges and becomes available for use on the following round.

Note that the Flesh Mother's tendrils have a reach up to 60 ft; she may still threaten adjacent enemies merely by shortening her swings.

Soldier Gestation (SU)
As a move equivalent action on her turn, the Flesh Mother can choose to give birth to 1d4+1 *Oni-Marrow Elites*. These creatures (which may be male or female at her whim) appear nude in a square adjacent to the Flesh Mother and are under her direct control. They may begin acting immediately, and usually grab plasma rifles from storage lockers easily accessible to them, within the Flesh Mother's lair.

Each Oni-Marrow Elite spawned in this way inflicts 10 points of damage upon the Flesh Mother. As a standard action, the Flesh Mother can target any or all Oni-Marrow Elites within 30 ft of her and snuff out their life force. Each Oni-Marrow Elite slain restores 1d8 HP to the Flesh Mother; the creatures receive no saving throw against this effect.

Unbirth (SU)
Those trapped within the Flesh Mother's dark, cauldron like womb return to childhood, with all its weakness and powerlessness, eventually dissolving into bloody nonexistence.

Each round a victim is trapped in the Flesh Mother's Vaginal Prison, he or she suffers one negative level.

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By voluntarily suffering 1d3 points of temporary CON damage as a swift action, the Flesh Mother can inflict additional harm to the victim as an immediate action. The victim must succeed at a DC 20 WILL Save or suffer move to the beginning of the previous age category, immediately incurring the physical changes associated with aging. A creature de-aged past the Child category dies instantly and quickly devolves from baby to fetus to zygote to a mass of bloody, stillborn tissue.

Even if the victim succeeds on their WILL Save, they still suffer 1d2 points of permanent CON Drain.

Vaginal Prison (SU)
The Flesh Mother's vulva is an inescapable maw, capable of consuming her lovers whole when she finally tires of them.

Up to seven times per day, the Flesh Mother can transform her vagina into a tessarect space-fold. If she has successfully pinned a foe her own size or smaller, she may elect to make a second CMB check, as though attempting to pin the opponent once again. If the check is successful, the Flesh Mother's vagina warps and stretches to impossible proportions, swelling her opponent whole.

Once swallowed, the victim is shunted into a non-dimensional space within her body. While swallowed, the victim is considered grappled, but Flesh Mother is not. In addition, the victim suffers 1d4 points of bludgeoning damage plus 1d8 points of additional acid damage per round.

The victim cannot break free through physical effort, but may escape by casting any form of teleportation or dimensional travel magic, or by succeeding on a DC 16 WILL save. A freed creature reappears prone and adjacent to the Flesh Mother, in a random open square.

The Flesh Mother can trap a victim in her vaginal prison for up to 17 rounds. If the victim dies while swallowed, he or she is consumed completely, along with all non magical gear. If the victim is still alive when this enhancement ends, or if the victim breaks free with a successful WILL Save, the Flesh Mother suffers 5d6 points of damage (FORT DC 18 half). She may choose to birth a swallowed creature at any time; any magical items swallowed can be vomited up at will also.

Nature
The Flesh Mother may have been human once, but has been so completely warped by occult gene-therapies and the surgical implantation of *oni* tissue that she is barely even recognizable as *hominid* anymore. She hangs, nude and massive from a series of containment cables and chains in the fortified, ultra-tech heart of an Amakaze-funded megacorp's skyscraper headquarters. There, she gives birth to endless legions of oni-cloned soldiers: soldiers who revere this inhuman, half-mad *thing* as their mother.

A Flesh Mother's flesh is a slick, shiny violet, fading to a warm pink on her underbelly and she constantly drips sticky sweat. Her basal body temperature is hot enough to cause minor burns with just a few seconds of contact, she shivers continually in her chains. The Flesh Mother hangs like a crucified woman, but her body terminates beneath her gaping, maw-like vagina. She is legless, and her useless arms are atrophied stumps. The Flesh Mother's face is a confusing maze of eyes- there's no humanity to be found there.

The Flesh Mother's primary manipulators are the four lengthy tendrils that uncoil from beside her dangling labia. Thicker than industrial cable, these tentacles can stretch more than 20 meters, can crush a man's skull in a single swipe, but are delicate enough she can write with them when she feels the need.

The Flesh Mother is intelligent, even tactically brilliant, and births new pawns to protect herself or accomplish the aims of those who chain her. However, her thoughts are not human thoughts. She masturbates continually, lost in obscene pleasures offered by her transformation into a Flesh Mother. The waking world holds little concern for her, unless she is directly threatened, or her masters command her to quickly birth more soldiers for an upcoming operation. The Flesh Mother cares little for individual children- she views them as fierce antibodies protecting her, the host. If her fortified sanctuary is threatened, she will fight fiercely and flash-birth entire platoons if necessary, but she will never beg for her life, nor show the slightest fear.

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FREE NEKO - CR 1/3

Medium N Humanoid (Nekomusume) Expert 1
XP 135
Init +1 **Senses** lowlight vision, Perception +3
Languages Japanese
Aura Feline Nimbus (60 ft, felines receive a +1 luck bonus to all saves)

Defense
AC 12 **Touch** 11 **Flatfooted** 11 (+1 DEX, +1 armor)
HP 1d8 hp (4 HP)
FORT +0 **REF** +1 **WILL** +1

Offense
Spd 30 ft
Melee -1 unarmed strike (1d3-1 nonlethal, 20/x2)

Statistics
Str 8 **Dex** 13 **Con** 11 **Int** 12 **Wis** 9 **Cha** 16
Base Atk +0 **CMB** -1 **CMD** 10
Feats Skill Focus (computer use)
Skills Craft (sketching) +5, Craft (mechanical) + 7, Computer Use +8, Drive +5, Profession (cook) +3, Profession (white collar) +3, Perception +3, Perform (sing)
Gear school uniform, smart phone, mechanical tool kit

Ecology
Environment any urban (Japan)
Organization solitary, pair or group of friends (mix of 4-8 Free Nekos and Human Expert 1)
Treasure standard

Special Abilities
Feline Nimbus (SU)
A Nekomusume's skin glows a soft amber when she is happy or sexually aroused, and at will the glamourous feline can cause her body to glow as if enchanted by a either *light* or *dancing lights* spell as cast by a first level sorcerer.

While the Nekomusume glows, she brings good luck to all other felines in the area. Any feline creature (an animal, magical beast, another Nekomusume or other feline humanoid, including feline Anthros) within 60 ft of the Nekomusume receives a +1 luck bonus on saving throws, which lasts as long as the Nekomusume chooses to glow. This bonus also applies to the Nekomusume herself.

Nature
A couple of years ago, the ***Tama township***, just a short train ride from Tokyo itself, freed all cat girls within its city limits and the surrounding countryside, and catgirls have mobbed the town to start new, free lives. The Free Neko is a student at one of the local high schools, living on her own in a crowded but companionable little apartment she shares with a few other kitty-girls. She works two jobs and attends school full time and once she graduates, she plans to sign on with the local train station as a mechanical engineer. She worships the older, more confident, professional cat-women who serve as train conductors and station masters.

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GAKI - CR 7

Medium CE Undead (chaotic)
XP 3,200
Init +2 **Senses** lowlight vision, Darkvision 60 ft, scent, Perception +14
Languages Japanese

Defense
AC 17 **Touch** 13 **Flatfooted** 14 (+2 DEX, +1 dodge, +4 natural)
HP 10d8+10 hp (55 HP)
FORT +4 **REF** +5 **WILL** +8
Immune undead immunities

Offense
Spd 30 ft Climb 30 ft
Melee *multiple* +9 bites (1d6+1 piercing plus *filth fever*, F-DC 16 negates plus rend)
Special Attacks Rend (two bites, 1d12+2 piercing plus Bleed 2)
Special Qualities Biting Frenzy
Spell-Like Abilities (CL 10th Concentration +11)
Constant **–** Jump
1x/day – Haste

Statistics
Str 13 **Dex** 15 **Con - Int** 11 **Wis** 12 **Cha** 13
Base Atk +7 **CMB** +8 **CMD** 20
Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (bite)
Skills Acrobatics +15, Climb +26, Stealth +15, Perception +14

Ecology
Environment any urban or ruins
Organization solitary or trio
Treasure incidental

Special Abilities
Biting Frenzy (EX)
Each round the Gaki can make 1d6+1 bite attacks at its full base attack bonus, either against multiple targets or against the same victim, at its option. Roll randomly to determine the number of attacks it can make each round. On the following round after the Gaki makes a confirmed critical hit with its bike attack, it may make an additional bite attack that round.

Nature
Gaki are the hungry ghosts of prostitutes and homeless who died somewhere, alone and forgotten in Black Japan's urban night. Some died of exposure or malnutrition, others an overdose or sudden spasm of violence, but however they died, the pain of the demise warped their soul into something predatory. Gaki are jealous of the living and their pleasures, and kill without mercy to silence their self loathing and churning hunger, even if only for a few seconds.

Gaki are wretched humanoids, who might have either been male or female in life, but have become sexless and mannequin-like in undeath. Their leathery, faded brown bodies are completely hairless, and their eyes are sunken and dull. Enormous fanged mouths appear, bite off fingers, and disappear just as swiftly all across their bodies. Gaki dress in

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whatever clothes they died or were buried in, usually stained and crusted with filth and dried gore.

Gaki are ambush predators. They prowl rooftops above their potential victims' eye line. They favor small groups of victims- a lone Gaki can easily kill a half dozen ordinary mortals in a matter of moments, and has little to fear even from mortal police officers. However, Gaki are clever enough to recognize the threat actual exorcists, demonologists or adventurers pose to it, and will flee at the first sign of serious opposition. If truly threatened, the Gaki will abandon its hunting ground for a new neighborhood, or even move to a nearby city, making them very hard to find and permanently eliminate.

GAKIDO WALKER - CR 13

Large CE Outsider (evil)
XP 25,600
Init +1 **Senses** Darkvision 120 ft, *see in darkness, true seeing*, Perception +23
Languages understands Infernal and Japanese but cannot speak
Aura Master of the Cannibal Night (60 ft, *deeper darkness* and maximized slashing damage)

Defense
AC 28 **Touch** 10 **Flatfooted** 27 (-1 size, +1 DEX, +14 natural, +4 armor)
HP 18d10+90 hp (189 HP)
FORT +15 **REF** +7 **WILL** +13
Fast Healing 10 (acid, electricity)
Defensive Abilities Improved Evasion (dim illumination only)
Weaknesses Starving Ghost

Offense
Spd 30 ft
Melee +25/+20/+15 cruel, keen scythe (19 or 2d6+7 slashing, 19-20/x4) OR
Greater vital strike +25 cruel keen scythe (55 or 8d6+7 slashing, 19-20/x4)
Special Qualities Impaled on the Scythe
Spell-Like Abilities (CL 9th Concentration +11)
Constant – deeper darkness (see text)
- true seeing

Statistics
Str 20 **Dex** 12 **Con** 19 **Int** 8 **Wis** 15 **Cha** 15
Base Atk +18 **CMB** +24 **CMD** 35
Feats Dazzling Display, Greater Vital Strike, Improved Vital Strike, Intimidating Prowess, Shatter Defenses, Skill Focus (stealth), Toughness, Vital Strike, Weapon Focus (scythe)
Skills Intimidate +29, Perception +23, Profession (butcher) + 23, Stealth +28, Survival +23
Gear *+2 butcher's apron (treat as leather armor), +2 cruel, keen scythe*

Ecology
Environment any land (particularly in places where cannibalism or the slaughter of sentient beings is practiced widely, such as Mie Prefecture)
Organization always solitary
Treasure incidental

Special Abilities
Master of the Cannibal Night (SU)
The Gakido Walker is surrounded by an aura of shifting shadows and nearly freezing fog. He is surrounded by a constant *deeper darkness* effect to a 60 ft radius. Within this radius, blades cut more deeply. Attacks that inflict slashing damage have their damage maximized (or maximized and multiplied as appropriate on a critical hit). Thus, within this aura, a longsword would inflict 8+STR modifier points of damage rather than 1d8+STR modifier points of damage.

If the Gakido Walker's deeper darkness aura is suppressed, this property is also suppressed. This aura applies to the Gakido Walker's attacks, as well as slashing attacks made against him.

Impaled on the Scythe (SU)
The Gakido Walker exists to punish cannibals for the crime of cannibalism, but also revels in the savage devouring of woman flesh- the monstrosity also punishes women for the crime of being born woman.

If he is armed with his scythe, the Gakido Walker can kill any adjacent female creature with 4 or fewer Hit Dice as an attack action, without the necessity of an attack roll and without offering the female a saving throw.

Additionally, all successful scythe attacks the Gadiko Walker makes with his scythe against any intelligent creature who has ever knowingly consumed the flesh of its own species is treated as a confirmed critical hit.

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Shadow Evasion (SU)
The Gakido Walker is treated as having Improved Evasion in any area of dim illumination or worse.

Starving Ghost (SU)
The Gakido Walker is endlessly hungry, and the scent of meat cooking can distract him. Anytime the Gakido Walker is within 100 ft of the scent of cooking meat (such as from a stove or grill), he rolls 2d20 on melee attack rolls and takes the worse of the two rolls. If the scent is blocked or overpowered (such as by a creature with the Stench quality), this weakness does not apply.

Nature
Souls torn and mutilated until they become Gakido Walkers are punished for the sin of cannibalism, yet in the form of a Gakido Walker they will never find redemption or mercy. Instead, their cruel cannibal drives become even stronger, obliterating all traces of their former humanity, leaving behind only brusque, efficient butchery and a deep loathing of all things woman. Because to a Gakido Walker, the words *woman*, *meat* and *prey* are synonyms.

Gakido Walkers enter our world in the coldest nights of late autumn and early winter, drawn to places there Black Japan's secret cannibalistic economy thrives. They stalk Mie Prefecture, walking between the cattle-girl barns and killing at their leisure, or prowl the Shinjuku alleyways that hide cannibal restaurants. To those who make their living in the flesh trade, Gakido Walkers are an unwanted by-product of the industrial scale butchery. The Amakaze are cautious around Gakido Walkers, but the brutish outsiders are dim-witted enough to be controlled, bribed or placated. Their murderous impulses can't be controlled, exactly, but they can be redirected.

Gakido Walkers are massively strong horrors, their skins the mottled grayish white of a corpse completely drained of blood. They resemble men, but something has sheared off the top of their skull, leaving only the lower jaw, sluglike tongue and the muscles of the neck behind. A miter of iron and bone juts from what used to be the crown of their skull. The creatures go nude save for a simple leather apron, tanned from woman-flesh, and carry a massive scythe forged in the freezing flames of hell itself. They cannot speak, but occasionally issue odd gurgling snorts and wet whistles from their severed trachea.

GASHADOKURO - CR 17

Colossal NE Undead
XP 102,400
Init +0 **Senses** lowlight vision, darkvision 500 ft, Perception +20
Languages Japanese, Terran
Aura *Unearth the Dead* (500 ft, acts as animate dead on an enormous scale)
Frightful Presence (60 ft, W-DC 28 or become *shaken*, plus Fearsome Violence)

Defense
AC 26 **Touch** 6 **Flatfooted** 26 (-8 size, +20 natural, +4 profane)
HP 26d8+78 hp (195 HP)
Regeneration 10 (good, bludgeoning and silver)
FORT +10 **REF** +8 **WILL** +19
Immune slashing, piercing, undead immunities
Vulnerable bludgeoning
Channel Resistance +12

Offense
Spd 60 ft Burrow 60 ft
Melee two +28 slams (4d6+17 bludgeoning plus Hungering Slam, F-DC 27 negates)
Special Qualities Hungering Ligaments, Hungering Slams
Spell-Like Abilities (CL 20th Concentration +24)
3x/day – Finger of Death (F-DC 21)
1x/day – Cloudkill (F-DC 19)

Statistics
Str 44 **Dex** 10 **Con - Int** 8 **Wis** 19 **Cha** 15
Base Atk +19 **CMB** +44 **CMD** 54
Feats Cleave, Critical Mastery, Dazzling Display (slam), Exhausting Critical, Fearsome Violence, Frightful Presence, Great Cleave, Improved Initiative, Intimidating Prowess, Power Attack, Toughness, Tiring Critical, Weapon Focus (slam)
Skills Intimidate +35, Knowledge (arcana, the planes) both +15, Perception +20

Ecology
Environment any land or coastal (only ever found in Japan, though there are rumors of its appearance in the Philippines and South Pacific islands)

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Organization solitary (always accompanied by dead legions)
Treasure none

Special Abilities

Bludgeoning Vulnerability (EX)
The Gashadokuro's dry and brittle bones are especially vulnerable to shattering attacks. The Gashadokuro takes an additional 50% more damage from attacks that inflict bludgeoning damage.

Frightful Presence (SU)
The Gashadokuro can inspire terror by charging or attacking. Affected creatures must succeed on a DC 28 Will save or become *shaken*, remaining in that condition as long as they remain within 60 feet of the Gashadokuro.

The Gashadokuro has the Fearsome Violence feat, which improves his frightful presence. Each time the Gashadokuro kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the Gashadokuro's Frightful Presence aura must succeed on a new save after each kill.

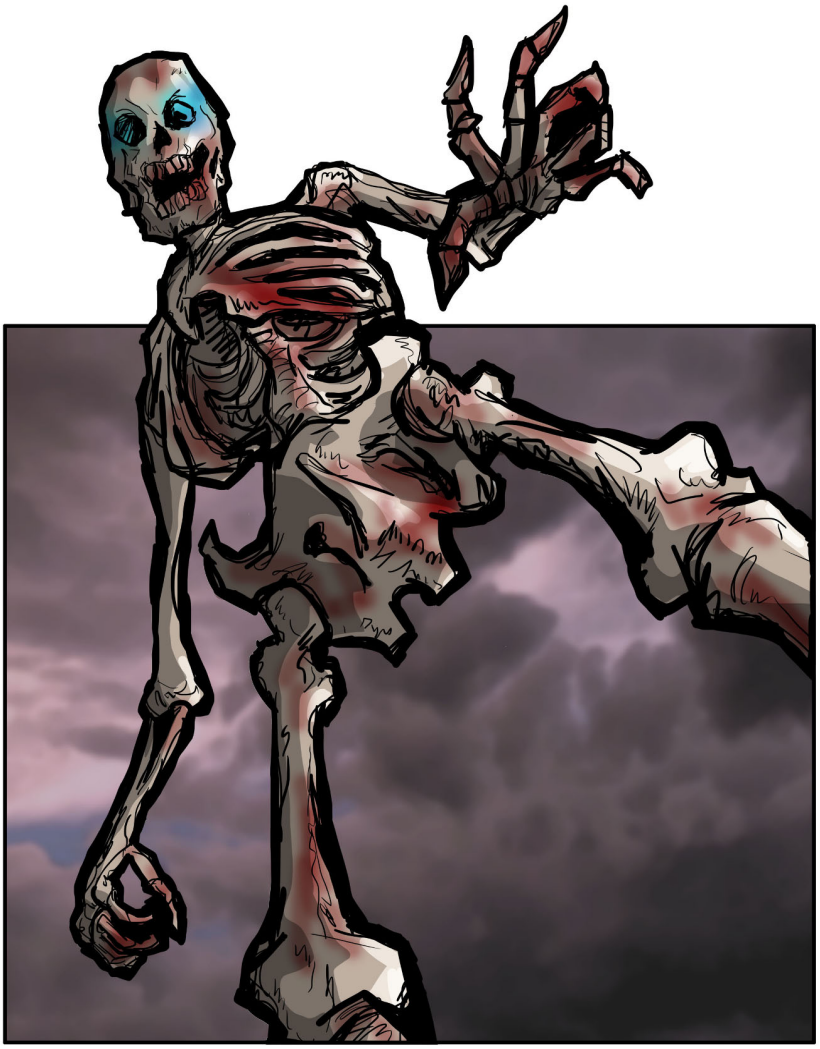
Hungering Ligaments (SU)
Any living creature striking the Gashadokuro with a light melee weapon or natural attack must succeed on a DC 13 FORT Save or be affected as if by the Gashadokuro's *Hungering Slam* power.

Hungering Slams (SU)
A living creature struck by the Gashadokuro's slams has the nutrition sucked out of it body. An initial strike *fatigues* the target unless they succeed at a DC 27 FORT Save. The next slam render the target *exhausted,* than *unconscious* on a failed save. A creature remains unconscious until allies physically push food or drink into its mouth, or until 12 hours elapse. At which time, the creature awakens, exhausted. *Exhaustion* and *fatigue* caused by the Gashadokuro cannot be removed until the creature consumes enough food and drink to sustain a creature its size for at least a day. If the creature is already *fatigued* or *exhausted* from another cause, the Hungering Slam moves it to the next worse condition.

If a creature already *unconscious* is struck again, it must succeed at a DC 27 FORT save or die, rising as a skeleton within 1d6 rounds.

Unearth the Dead (SP)
The presence of the Gashadokuro empties the graveyards and long forgotten mass graves. Any humanoid corpse, or corpse of an animal of above Medium size within 500 ft of the of the Gashadokuro animates as a skeleton under the Gashadokuro's control, as per the *animate dead* spell. There is no limit to the undead the Gashadokuro can control in this manner, though control is somewhat of a misnomer. The Gashadokuro simply slips the leash and allows its dead legions to rampage as they will, devouring any living in sight and adding to its legions.

If the Gashadokuro is slain or leaves the plane, all undead created in this manner are destroyed.



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Nature
The Gashadokuro is a goliath, implacable undead chaos-bringer usually kept securely imprisoned in the bowels of Hell. Occasionally the Dark Lady Izanami unlocks his black iron prison, and allows him to inflict great slaughter on the mortal world. The Gashadokuro is only allowed to rampage after humanity inflicts an equally horrific slaughter upon itself, as per ancient strictures which bind Izanami. The Gashadokuro only ever appears in the wake of war, slaughter, famine or disasters caused by human greed or arrogance.

The Gashadokuro appears as an enormous undead, a human skeleton massive enough that it can tear screaming victims from the top levels of a Tokyo skyscraper. The Gashadokuro's empty eye sockets blaze with colorless non-light. Up close, the giant's seemingly smooth bones are the compressed mass of shattered human bones, compressed so tightly they appear to from a single gigantic bone.

The Gashadokuro attacks mindlessly, appearing at dusk and vanishing back to its prison at sunrise, unless directly confronted and prevented from returning to the Black Else via some enormous *torii* conjured specifically for its use. The Gashadokuro has no conception of planning- it simply moves towards the greatest concentration of living victims and begins the slaughter, vast swarms of skeletons animating in its wake and expanding the massacre. Though it derives no nutrition or pleasure from doing so, the Gashadokuro chews and devours its victims, their mutilated bodies falling through its empty bones and rising anew as skeletal pawns. As it kills, the Gashadokuro screams mockery and insults at its victims- dimwitted hate screamed at unholy volume.

GILGAMESH AVENGER - CR 12

Colossal CN Aberration (mecha)*
XP 19,200
Init +4* **Senses** Perception +6*, Darkvision 90 ft, *Scent*
Languages Japanese*
Auras *Existential Terror Field (*30 ft radius Cause Fear W-DC 17; 10 ft radius Fear W-DC 17)

Defense
AC 28 **Touch** 13 **Flatfooted** 25 *(-8 size -mitigated by Nimble Giant*, +3 DEX*, +15 natural)
HP 17d8 + 136 hp (HP)
Fast Healing 10
FORT +5 **REF** +5* **WILL** +12*
Weaknesses Intelligent Pilot

Offense
Spd 75 ft
Melee +15/+10/+5 talons (2d10+10 slashing, 19-20/x3) OR
+16/+11/+6 linear blade (2d12+12 slashing, 19-20/x2 plus vorpal and Bane: Totorri Horrors qualities)
Special Qualities Berserk, Existential Terror Field, Nimble Giant, Piloted Horror, Pounce

Statistics
Str 30 **Dex** 18* **Con** 26 **Int** 4* **Wis** 16* **Cha** 10*
Base Atk +12 **CMB** +30 **CMD** 44
Feats Bleeding Critical, Blind Fight, Critical Focus, Combat Reflexes, Iron Will, Run, Sickening Critical, Stand Still, Weapon Focus (talons)
Skills Acrobatics +14, Climb +14, Perception +6
Gear linear blade (+2 Vorpal Horror Bane utility cutter)

Ecology
Environment any (only deployed legally deployed in the Japanese Home Islands, but occasional black ops into Russian Federation)
Organization solitary (with Pilot Candidate) or squad (2-5 members plus Pilot Candidates)
Treasure linear blade

Special Abilities
Berserk (EX)
When a GILGAMESH Avenger enters combat, there is a cumulative 1% chance each round that it goes into a berserk rage. The uncontrolled Avenger goes on a rampage, attacking the nearest living creature or

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smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The Avenger's pilot, if any, can try to regain control which requires a DC 20 Pilot check. It takes a minute of inactivity by the Avenger to reset the creature's berserk chance to 0%.

Each confirmed critical hit inflicted on the GIGLAMESH Avenger by a *Tottori Horror* or creature with the *Abyss* subtype increases the Avenger's berserk chance by +5%.

Existential Terror Field (SU)
The GIGLAMESH Avenger radiates an aura of intense terror. A 30 ft radius around the Avenger produces a *Cause Fear* effect. A 10 ft radius around the Avenger radiates a more intense *Fear* effect. The caster level for each effect is equal to the Avenger's Hit Dice.

Linear Blade (EX)
GILGAMESH Avengers are equipped with deadly magi-tech blades which resemble enormous utility knives. These blades are **+2 Vorpal Bane** weapons; the weapon's Bane Property only applies to *Totorri Horrors* and creatures with the *Abyss* subtype not to other, related creatures.

An Avenger is allowed to draw and deploy this weapon when facing a *Totorri Horror* or *Abyss* creature. The Linear Blade will not eject from its holster on the Avenger's thigh armor unless a viable target is visible within 500 ft of the Avenger. A DC 38 Disable Device check can remove a locked Linear Blade from its holster, however the weapon's Vorpal and Bane qualities are inactive.

Nimble Giant (EX)
Despite its massive size, the GILGAMESH Avenger moves as nimbly as a panther. It does not suffer a size penalty to Armor Class or to Stealth checks.

Piloted Horror (EX)
Project GILGAMESH uses Avengers as living weapons against the supernatural and extraplanar enemies of Japan. Specially trained **GILGAMESH Pilot Candidates** control the great beast from a bio-cybernetic control pod barely any larger than a coffin; this control console is built into the Avenger's torso. The Pilot Candidate crawls into the monster

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through a special port at the base of the monster's spine. It normally requires 1d6+1 minutes to enter and activate a dormant GILGAMESH Avenger, but a successful DC 25 Pilot check can reduce the activation time to 1 minute.

If the Avenger is destroyed, or upon a command from the Pilot Candidate, the control pod can eject from the creature. This is a move equivalent action. The control pod appears in a square adjacent to the Avenger. If the Avenger is still alive when the Pilot Candidate ejects, it immediately goes berserk. The control pod itself is a Large object, with Hardness 10 and 60 Hit Points.

Though the GILGAMESH Avenger is an Aberration, it gains the Mecha subtype, normally reserved for Constructs.

Nature

GILGAMESH Avengers are spindly, bio-mechanical horrors created by Project GILGAMESH's scientists. Gigantic, predatory monstrosities are created from the blood and marrow of the slumbering *Genbu*, and fitted with invulnerable titanium armor and cybernetic control arrays designed to arrest the bloodlust inherent in their foul DNA. So far, these new abominations are proving invaluable in GILGAMESH's struggle against the other-dimensnional *Horrors* that have invaded the Tottori Prefecture, and against other threats. The fact that each time an Avenger is deployed into the field, the *Genbu* shudders in its sleep is a small concern.

GILGAMESH Avengers are basically humanoid, but inhumanly proportioned. Like the *Tottori Horrors* themselves, they are spindly and lean, with blade like limbs. An Avenger's wiry, muscular frame is sheathed beneath a set of black and crimson armor. This light, segmented body armor resembles an extremely futuristic version of plate armor, and includes a fully concealing helmet that acts more as mask and muzzle than protection for the creature beneath the Avenger's armor. Rank insignia and kill markings are painted on the helmet's finlike crest.

GILGAMESH Avengers are at least nominally obedient to uniformed officers of the ultra-secret Project GILGAMESH. Between missions, they remain in induced comas in gigantic, glass walled stasis tubes more than 60 ft high. When deployed, Project GILGAMESH transports its Avengers to crisis zones in massive, 16 wheeled semi trucks weighing 100 tons and massing in at more than 25 meters long. The stasis tubes are loaded onto these armored flat beds or into specially modified C-130 Starlifters to deploy the Avengers as quickly and secretly as possible.

SIMILAR CREATURES

The following creatures are built upon the GILGAMESH Avenger stat-block.

GILGAMESH Executioner (CR 18)

The Executioner is a Colossal NE* Aberration (mecha) with 26 HD. Even larger and more violent than a typical Avenger, an Executioner is marked by blood red and gold armor, and a leonine mane of titanium. The Executioner's skull and helm resemble the skull of a hammerhead shark, and its fangs top 26 inches. Only superhumanly skilled or suicidally brave Pilots are ever assigned an Executioner, and these monsters are rarely deployed tactically. They are simply too dangerous.

The Executioner's base berserk chance is 30% and increases 1% per round. Each creature the Executioner destroys also increases its berserk chance by 5%.

The Executioner gains a Bite attack.

- +28/+23/+18/+13 Bite (3d6+10 piercing plus Bleed 5 plus Vorpal, crit 19-20/x2)
- The Executioner's talons also gain the Bleed 5 property.

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GILGAMESH BIO-STALKER - CR 8

Large NE or LE Monstrous Humanoid
XP 4,800
Init +5 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +15
Languages Celestial, English, Japanese

Defense
AC 20 **Touch** 10 **Flatfooted** 19 (-1 size, +1 DEX, +10 natural)
HP 10d10+50 hp (105 HP)
Fast Healing 5 (cold, electricity)
FORT +12 **REF** +4 **WILL** +9
Immune Ballistic damage, poison, suffocation, vacuum
Resist Acid 10

Offense
Spd 60 ft
Melee +17/+12 claws (1d10+8 slashing, 19-20/x2) and +17 gore (1d10+8 slashing, 20/x2)
OR +17 claws (2d10+8 slashing, 19-20/x2) and +17 gore (1d10+8 slashing, 20/x2)
Ranged +10/+5 acid darts (2d6 acid, 20/x3, 30 ft range increment)
Special Qualities No Breath
Psi-Like Abilities (ML 10th Concentration +12)
3x/day – Body Adjustment
- Offensive Prescience
1x/day- Adapt Body

Statistics
Str 26 **Dex** 13 **Con** 20 **Int** 10 **Wis** 15 **Cha** 12
Base Atk +10 **CMB** +19 (+21 sunder) **CMD** 30
Feats Critical Focus, Improved Critical (claws), Improved Initiative, Improved Sunder, Power Attack, Vital Strike
Skills Acrobatics +9, Climb +21, Intimidate +14, Perception +15, Survival +10
Gear smartphone

Ecology
Environment any land (usually deployed throughout Japan)
Organization usually solitary, sometimes pair or trio
Treasure incidental

Special Abilities
Designer Mutations (EX or SU)
GILGAMESH Bio-Stalkers are genetically engineered hybrids with a diverse suite of monstrous abilities. The gamemaster can add any or all of the following special abilities, which modify the creature's Challenge Rating as detailed below.

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Acidic Aura (EX) Any creature ending their turn adjacent to the Bio-Stalker suffers 2d6 acid damage (FORT DC 20 half). Challenge Rating +1.

Acid Veins (EX) The Bio-Stalker's pressurized acidic blood inflicts 1d6 acid damage to any creature successfully attacking it with a natural weapon or light melee weapon attack (REF DC 20 none). Challenge Rating + 1/2.

Black Steel Carapace (EX) The Bio-Stalker's natural armor bonus increases to +15, giving it a total AC 25. Challenge Rating + 1/2.

Furious (EX) When making a full attack, the Bio-Stalker makes an additional melee attack at its full base attack bonus. Challenge Rating +1/2.

GILGAMESH Bio-Lasers (SU): The Bio-Stalker gains a breath weapon usable once per 1d4 rounds, which emits from gem like organs on its chest and shoulders. This breath weapon is a 30 ft line that inflicts 10d6 damage half of which is acid damage, half of which is force damage (REF DC 20 half). Challenge Rating +1.

Sky Locust (EX) The Bio-Stalker gains a Flight Speed of 120 ft (average) and gains Fly +22 as a class skill. Challenge Rating +1.

Speed Burn (SP) The Bio-Stalker gain *haste* as a constant spell-like ability (CL 10th, Concentration +12). Challenge Rating +2

Superior Regeneration (EX) The Bio-Stalker replaces Fast Healing 5 with Regeneration 5 (cold, electricity). Challenge Rating + 1/2.

Tactical Mindlessness (EX) Remove the Bio-Stalker's psi-like abilities. The Bio-Stalker is considered to be *mindless* and cannot be affected by fear or mind-affecting abilities. The Bio-Stalker's INT score is reduced to 3. Challenge Rating +0.

Vorpal Talons (SU): The Bio-Stalker's claw attacks gain the vorpal weapon property. Challenge Rating +2.

Nature

Project GILGAMESH mutates its most trusted veteran soldiers by twisting their genes with strange, alien tissues recovered from slain *Tottori Horrors* and crashed *Abyss*. When their alien powers lie dormant, these highly paid sociopaths look like fit Japanese soldiers, save for a silvery, metallic tumor growing from their sternum. With a thought, this alien growth explodes, spreading a quicksilver slime across the muscular soldier's skin. The slime rapidly hardens into a dense, bullet proof chitin exoskeleton, crowned by a razor sharp, moon-crescent horn.

Their alien powers give GILGAMESH Bio-Stalkers an unearthly confidence, backed up by years of training and black ops military service. In the field, they are quiet, usually only speaking to give their squad mates command or make some blackly humorous joke at their targets' expense. Bio-Stalkers have little to do with the Project's less subtle Avenger mecha, and consider the giant beasts, and the children who pilot them, little more than colorful, bloody distractions from GILGAMESH's real agenda.

GILGAMESH PILOT CANDIDATE - CR 5

Medium LN Human
XP 1,600
Init +4 **Senses** Perception +1
Languages Celestial, English, Japanese

Defense

AC 16 **Touch** 14 **Flatfooted** 12 (+4 DEX, +2 armor)
HP 7d8 hp (31 HP)
FORT +2 **REF** +8 **WILL** +6 (+8 vs enchantment (compulsion) effects
Immune Suffocation, vacuum (space suit)
Weaknesses Cybernetic Security Risk -1

Offense

Spd 40 ft
Melee +5 unarmed strike (1d4 non-lethal, 20/x2)
Special Qualities No Breath (space suit)

Statistics

Str 11 **Dex** 19 **Con** 10 **Int** 13 **Wis** 12 **Cha** 9
Base Atk +5 **CMB** +5 **CMD** 19
Feats Combat Reflexes, Disassociate, Lightning Reflexes, Skill Focus (pilot)
Skills Acrobatics +11, Computer Use +11, Knowledge (arcana or religion) either at +7, Pilot +19
Gear mwk. action wear armor

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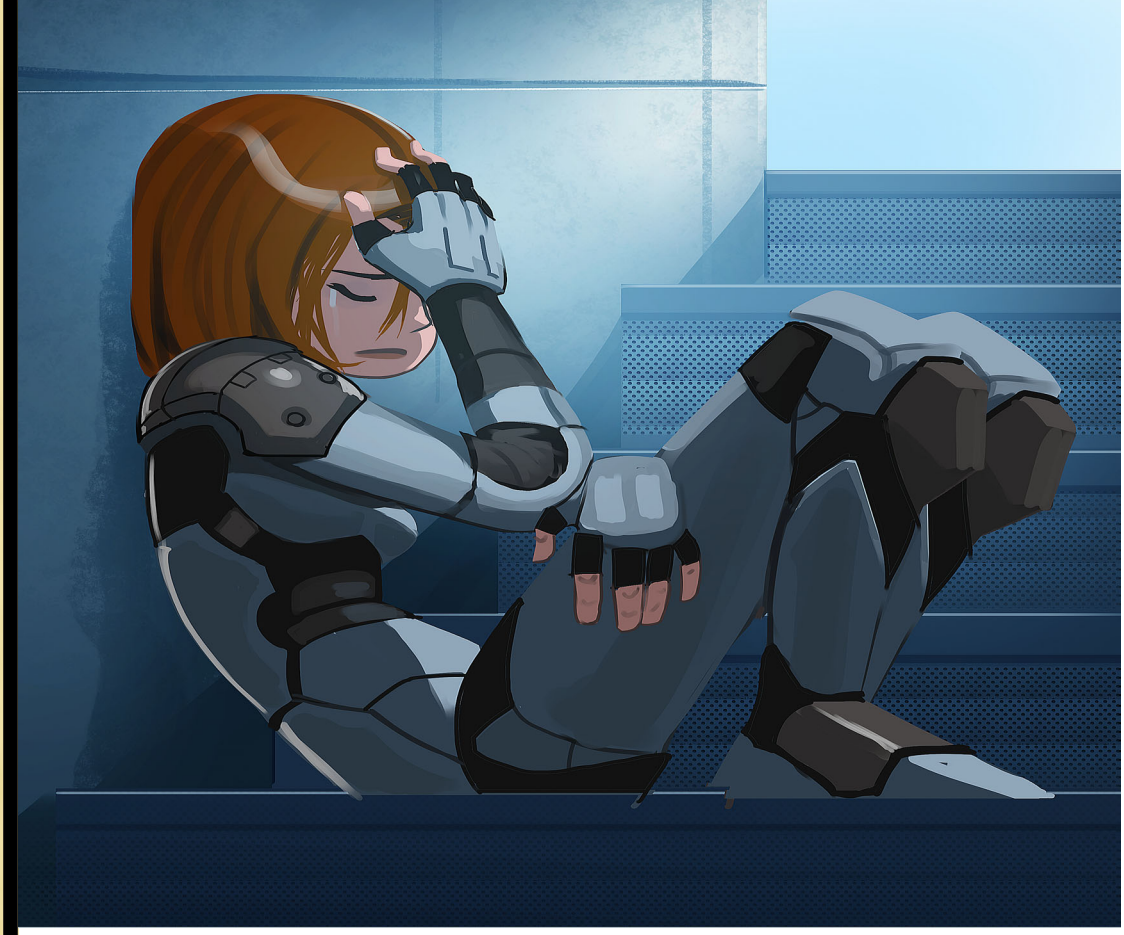

Cybernetics
Headware – Onboard Computer, Piloting Link

Ecology
Environment any urban (only deployed under strict secrecy, and usually only within Japan itself)
Organization piloting a GILGAMESH Avenger or similar mecha
Treasure standard (including gear)

Special Abilities
Disassociate (EX)
The GILGAMESH Pilot Candidate can completely disassociate him or herself from current circumstances, allowing him or her to view the world with an icy dispassion. as a swift action, the Pilot Candidate can disassociate from all emotion and feeling for seven rounds. During this time, effects with the descriptor of emotion or fear and effects that provide morale bonuses or penalties are suppressed.

Pilot Training (SU)
With a properly equipped control pod, a young Pilot Candidate can enter and take control of a GILGAMESH Avenger, using the gigantic bio-machine as an extension of his or her own body. While Piloting an Avenger, the Pilot Candidate can take the following unique actions.

- *Sacrifice to the Avenger:* As an immediate action, the Pilot Candidate can suffer 10 points of damage to restore 1d6 HP to the Avenger. The Avenger's Fast Healing ability increases by +1 for the duration of the encounter. The effects of multiple sacrifices are cumulative. If the Avenger is reduced to 0 HP and has a Pilot Candidate aboard, it will always force its Pilot to take this action.
- *Succumb to Savagery:* The Pilot Candidate suffers 1d2 points of temporary INT and WIS damage as a swift action, and the Avenger receives a +1 morale bonus on attack and damage rolls. The effects of multiple sacrifices are cumulative.
- *Control the Rage:* The Pilot Candidate suffers 1d10 points of temporary WIS damage as a move equivalent action in order to reset a berserk Avenger's berserk chance to 0% and return it to normal operations.

If the Pilot Candidate dies or becomes unconscious while piloting the Avenger, it immediately goes berserk. If the Pilot Candidate is reduced to 0 WIS or CHA while within the Avenger, the Avenger mutates into a *Tottori Horror* over the next 1d6 minutes.

When the Pilot Candidate leaves the Avenger, he or she is considered *shaken* for a number of hours equal to the number of minutes spent piloting the Avenger (maximum 24 hours). There is no saving throw against this effect, and the Pilot Candidate cannot

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link with an Avenger during this period. If the Pilot Candidate remains inside the Avenger for longer than 24 minutes per activation, she suffers 1d4 points of temporary CHA damage for each additional minute spent within the Avenger.

Piloting Link (EX)
The Pilot Candidate's cybernetic headware provides any vehicle she pilots via her implant with a +2 insight bonus to Armor Class, including a piloted GILGAMESH Avenger mecha.

Nature
Only a tiny percentage of the Japanese population has the potential to pilot the goliath war machines codenamed Avengers. Project GILGAMESH scours the world and secretly recruits these gifted children, and trains the most tractable to serve as its elite Pilot Candidates. Children and younger teens make the best Pilots, and while some older candidates can learn to interface with an Avenger (at least on a rudimentary level), they risk insanity every single time they plug in. For young Pilot Candidates, insanity remains a real risk, almost as great as the risk of dying inside the gigantic bio-machine, but the suppleness and tenacity of a young mind can stave off insanity much longer.

Most Pilot Candidates are 16 or younger- some of them are as young as 10. All are driven and patriotic, or at least so desperate for the approval of their older 'handlers' they'll risk everything to protect Japan by piloting its mecha. Pilot Candidates tend to have above average intelligence and reflexes, but beyond that they possess strength of will that allows them to link to an Avenger. Few have ever had the opportunity to ever really be kids, and they have a deep melancholy that often borders on clinical depression.

GILGAMESH equips Pilot Candidates with custom fitted, armored flight suits painted in the same colors as the specific Avenger each pilots. They are forced to keep these uniforms spotless.

SIMILAR CREATURES

The following creatures are built upon the GILGAMESH Pilot Candidate stat block.

Emotionless Doll – CR 5
GILGAMESH has used ova harvested from the senior members of its command and control staff mingled with alien tissues harvested from Abyss invaders to produce a new breed of Pilot Candidate. These young clones display very little emotion, just a crisp, often self-sacrificing professionalism, and while they cannot tap into their innate rage like a true human can, they find it much easier to restrain an out-of-control Avenger.

Emotionless Dolls are slender, attractive humans of ambiguous gender, with silvery hair and eyes. They are usually distinguished by armored flight suits in some shade of silver, blue, grey or black.

Stat Block Changes
- GILGAMESH Emotionless Dolls have the aberration and Abyss subtypes.
- GILGAMESH Emotionless Dolls have CHA 14.
- GILGAMESH Emotionless Dolls cannot use their Pilot Training ability to *Succumb to Savagery,* however when they use this ability to *Control the Rage* they only suffer 1d4-1 points of temporary WIS damage.
- GILGAMESH Emotionless Dolls possess the *Broken Doll (EX)* trait. When reduced to half their maximum HP total or less (15 HP or fewer), the Emotionless Doll receives a +2 enhancement bonus to her CHA score, which vanishes when brought above 15 HP.

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GLASSBOX GIRL - CR 6

Medium NE Ooze
XP 2,400
Init +6 **Senses** Blindsense 90 ft, scent, Perception +2
Languages understands Japanese, but cannot speak

Defense
AC Touch Flatfooted (+6 DEX, +)
HP 9d8+29 hp (69 HP)
FORT +4 **REF** +9 **WILL** +5
Regeneration 3 (acid, fire)
Immune ooze traits (but see text)
Vulnerable Pleasure
Weaknesses Rudimentary Mind

Offense
Spd 30 ft Climb 30 ft
Melee two +12 pseudopods (1d6+1 bludgeoning, 20/x2 plus grab)
Special Attacks Constrict (2d6+2), Grab, Strangle
Special Qualities Freeze (a high end fetish doll)

Statistics
Str 12 **Dex** 22 **Con** 13 **Int** 5 **Wis** 14 **Cha** 11
Base Atk +6 **CMB** +12 **CMD** 26
Feats Agile Maneuvers, Combat Reflexes, Defensive Training, Lunge, Stand Still, Weapon Finesse

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Skills Computer Use +0, Escape Artist +27, Perform (sexual) +1, Stealth +7

Ecology
Environment any urban (unique to Japan, Okinawa and Korea)
Organization always solitary
Treasure incidental

Special Abilities
Bio-Plastic Horror (EX)
The Glassbox Girl is a creature formed from nanoactive bio-materials, a product as much science as sorcery. The Glassbox Girl gains bonus Hit Points as if she were a Construct of her size.

Though she normally assumes the shape of a humanoid sex toy, trapped beneath glass, and appears firm to the touch, the Glassbox Girl is completely shapeless and formless. She can deform herself in any imaginable way. The Glassbox Girl receives a +20 racial bonus on Escape Artist checks, and she may make one Escape Artist check to escape a grapple per round as an immediate action.

Rudimentary Mind (EX)
Though she is an ooze, the Glassbox Girl has a rudimentary mind. She is vulnerable to mind-affecting abilities, however if such effects have a duration longer than instant, the Glassbox Girl is only affected by them for a single round. For instance, if affected by *charm monster,* that effect's duration would be a single round if used against the Glassbox Girl.

This rudimentary mind allows the Glassbox Girl to gain a handful of skills and feats. No skills are considered class skills for her, however.

Strangle (EX)
A Glassbox Girl can pour her rubbery substance down the throat of a victim. A creature grappled by a Glassbox Girl cannot speak or cast spells with verbal components.

Nature
Glassbox Girls (also known as *garasubokkusu garu*, or *boxed maidens*) are fetish toys popularized by **Hyabusa Heavy Industries**, the same diversified megacorp that introduced the hardworking *Tetsujin* to the world. Glassbox Girls are beautiful, alluring full body love dolls made of a revolutionary bio-plastic that feels, smells and even tastes somewhat like the skin of a human woman. Simplistic yet well-designed programs within the Glassbox Girl allow them to convincingly fake a subtle pleasure or pain- an occasional and well-timed moan, whimper, groan or grunt- that makes them well worth their 200,000 yen base price.

Glassbox Girls appear to be a full body sculpture of an anatomically correct woman made to custom order (while male Glassbox toys can be ordered, they are a distinct minority). The Glassbox Girl is trapped within a transparent plexi-glass coffin with convenient handles, with only her carnal parts protruding from her clear prison. The helplessness of this beautiful creature, even if she is a low-grade synthetic is the greatest thrill of Glassbox ownership. Occasionally, a trapped Glassbox Girl will squirm or whimper, as if pained by her bondage- the big selling point to the line's target market.

What very few customers don't realize is that the Glassbox Girls are far more capable and dangerous than they ever imagined. Ordinary salariman perverts, who have no importance to Hyabusa Heavy Industries' grand plans and long term schemes, have little to fear from their Glassbox lovers. However, if an owner has something Hyabusa wants, a remote signal can awaken his Glassbox Girl love-toy.

The bio-plastic love doll will then de-solidify, turning liquid and formless and easily ooze free of her confinement. Moving as a warped tangle of semi-solid limbs and womanly parts, an awakened Glassbox Girl can be tasked to steal or assassinate. She can easily strangle a grown man in his sleep, silently enough that even if her target had a human lover sleeping beside him, she would never hear a thing. The Glassbox are dim and purpose driven, but can be commanded to perform very precise acts of sabotage, theft or industrial espionage. If walked through the process by a remote handler, they can even hack computers, insert virals or copy files. And when the job is done, the Glassbox simply oozes back into her container, and no-one, not even the forensic teams called to investigate the strangled body eventually found in the bedroom is ever the wiser.

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GORYOHIME STRANGLER - CR 9

Medium LE Undead (Goryohime)
Hentai Hero 9, Rogue 1
XP 6,400
Init +6 **Senses** Lowlight vision, Perception +1
Languages Abyssal, Infernal, Japanese

Defense
AC 21**Touch** 15 **Flatfooted** 19 (+2 DEX, +3 class, +6 armor)
HP 10d8+30 hp (80 HP)
FORT +6 **REF** +12 **WILL** +4
Immune Undead Immunities
Defensive Abilities Trapfinding +1

Offense
Spd 30 ft
Melee two +14 outsider-bane claws (1d6+9 slashing, 20/x2)
Sneak Attack +2d4* *(+1d6 w/o Kitsune Noh Mask)*
Hentai Hero Talents Devil Claws I, Devil Claws Plus, Ghostkiss I, Wounding Claws
Special Qualities Eased Passage Between Life and Death, Noose Dreams

Statistics
Str 23* *(19 w/o belt)* **Dex** 14 **Con** - **Int** 13 **Wis** 12 **Cha** 15
Base Atk +6 **CMB** +13 (+15 disarm, dirty trick, +17 grapple) **CMD** 25
Feats Combat Expertise, Improved Disarm, Improved Dirty Trick, Improved Grapple, Improved Initiative, Lighting Reflexes, Toughness
Skills Acrobatics +15, Bluff +15, Intimidate +15, Stealth +15
Gear +2 balanced, brawling war ribbons, belt of giant strength +4, *Kitsune Noh Mask*

Ecology
Environment any urban (rarely found outside Japan)
Organization usually solitary, sometimes accompanied by a Goryohime Expert 1 concubine/ battered wife
Treasure standard

Special Abilities
Brutal Strangler (EX)
The Goryohime Strangler is especially lethal if she can get her hands around a victim's throat. If she strangles an opponent, the initial CON check to hold breath is DC 13, rather than DC 10 as normal.

Devil Claws (SU)
As a free action, the Goryohime Strangler can transform her hands into natural weapons. While transformed into Devil Claws, the Goryohime Strangler cannot use her hands to manipulate objects or carry weapons. Returning her hands to their normal shape is a move-equivalent action. Devil Claws are considered *+1 outsider bane, wounding* weapons, as well as magic weapons for the purpose of overcoming damage reduction.

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Eased Passage Between Life and Death (SU)
Goryohime have died once, and orgasmed messily as they perished. They have no fear of dying again. Goryohime never lose a level for being raised from the dead or resurrected. They always return to existence as a Goryohime, however. Reincarnation has no effect on a Goryohime.

Ghostkiss (SU)
Up to nine times per day, the Goryohime can call upon a minor oni spirit for aid. The oni spirit provides a +1d4 morale bonus on the Goryohime Summoner's next skill check, saving throw or attack roll. This minor oni spirit remains in place for up to one hour or until the Goryohime Strangler calls upon its power.

Within a few minutes of receiving the benefit, the Goryohime Strangler must make some token sacrifice or act of appreciation to the minor oni spirit as a full round action. If she fails to do so in a timely fashion, she cannot use this ability again until she next sleeps or rests.

Noose Dreams (SU)
Goryohime receive a +4 racial bonus on Spellcraft checks made specifically to identify magic items from the Necromancy school.

Pedo (EX)
The Goryohime Strangler is a slave to her pedophiliac compulsions. She must succeed at a DC 20 WILL Save to resist attempting to seduce, rape or begin a sexual encounter with female humanoids in the Young Adult or younger age category. If the WILL Save is failed, she will attempt the crime, regardless of the consequences.

Nature
The Goryohime Strangler took her own life and rose again as undead, dying at the end of a belt wrapped around a shower rod. Her last thought as a mortal was the thrill of agony, a desire to force other girls to endure this final, fatal, thrilling pain. She acclimated to unlife quickly, rejecting the Hanging Academy and its ghoulish benevolence. She hit the street, built and weaponized her beautiful undead body, and just months after she breathed her last, she had strangled her first mortal victim. Then her second, her third, and soon, she lost count of the pretty mortal pre-teens whose lives she ended. Somewhere along the way, the Goryohime Strangler heard about the Rape Pure Fight! circuit, and she entered the tourney.

She's done well so far, and enjoyed every kill. Murdering men is almost as ecstatic as killing little girls, and more of a challenge.

The Goryohime Strangler is seemingly an older Japanese teenager, with a weightlifter's hypertrophied physique. Her body is massive and her undead flesh is white marble, veined and corded. When she steps into the ring, she wears only black ropes, knotted tight *shibari* style, including an ebony noose around her throat. She wears a white lacquer fox mask that makes her bladed nails even deadlier. When fighting men, she is taunting and emasculating, but when fighting women, she is too aroused for wit. She merely hisses and moans disturbingly. Occasionally (it's happened only twice so far), one of the girls she strangles rises as a stunted, broken Goryohime. If so, the Goryohime Strangler will keep her victim as a ghoul-slave for a few weeks, until she tires of her, and kills her again.

GUROFIEND - CR 13

Large CE Aberration (aquatic, chaotic)
XP 25,600
Init +4 **Senses** Darkvision 90 ft, *see in darkness*, scent, Perception +13
Languages Abyssal, Japanese
Aura Frightful Presence (60 ft, W-DC 20 or become *shaken*, plus Fearsome Violence)

Defense
AC 29 **Touch** 13 **Flatfooted** 25 (-1 size, +4 DEX, +16 natural)
HP 19d8+114 hp (200 HP)
FORT +11 **REF** +11 **WILL** +9
Regeneration 10 (acid, fire)
Immune Cold

Offense
Spd 40 ft Climb 40 ft Swim 60 ft
Melee three +19 phallic spears (1d12+6 piercing plus Bleed 1, 19-20/x2, up to 20 ft reach), two +19 slams (2d6+6 bludgeoning, 20/x2)
Special Attacks Cock Scythe
Special Qualities Amphibious, Sadistic Repast
Spell-Like Abilities (CL 10th Concentration +15)
3x/day **–** quickened Bull's Strength (self only)
- Fucked to Death (F-DC 20)
- Haste

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Statistics
Str 23 **Dex** 19 **Con** 21
Int 6 **Wis** 6 **Cha** 13
Base Atk +14 **CMB** +21
CMD 35
Feats Combat Reflexes, Cleave**,** Fearsome Violence, Great Cleave, Stand Still, Step Up, Toughness, Phallic Spear Technique, Phallic Spear Mastery, Power Attack, Run
Skills Climb +26, Intimidate +13, Perception +13, Stealth +12, Swim +26 (racial modifiers: +8 Climb, +8 Swim)

Ecology
Environment any (native to the Black Else)
Organization solitary, pair or pack (1d4+1)
Treasure standard

Special Abilities
Cock Scythe (EX)
The Gurofiend's three combat penises are covered in long, viscous thorns and jagged bone blades. Even if the Gurofiend misses with any or all of his Phallic Spear attacks, the creature missed suffers 1d6 points of slashing damage plus ongoing Bleed 1.

Frightful Presence (SU)
The Gurofiend can inspire terror by charging or attacking. Affected creatures must succeed on a DC 20 Will save or become *shaken*, remaining in that condition as long as they remain within 60 feet of the Gurofiend.

The Gurofiend has the Fearsome Violence feat, which improves his frightful presence. Each time the Gurofiend kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the Gurofiend's Frightful Presence aura must succeed on a new save after each kill.

Phallic Spear Technique (SU)
As a move equivalent action that provokes attacks of opportunity, the Gurofiend may transform his three cocks into razor edged prehensile tendrils, living spears that can penetrate virtually any defense.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance, with a maximum reach of 20 ft. The phallic

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spear is considered a magic weapon for the purpose of overcoming damage reduction.

The flexible, muscular combat penis grants him a +2 bonus to CMB checks. Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 2, 16 HP.

If all three of the Gurofiend's Phallic Spears are severed, the Gurofiend loses the benefit of this feat for 48 hours, until the magically enhanced phalluses regenerat, and suffers severe shock and blood loss. He must make a FORT save (DC 10 + the amount of damage dealt) or be *nauseated* for 2d6 rounds. Additionally, the wound bleeds severely, losing 3 HP per round until the Gurofiend receives any amount of magical healing or a DC 15 Heal check.

Sadistic Repast (SU)
If the Gurofiend kills a living creature with an INT score of at least 3 with its *fucked to death* spell like ability, the sheer unholy pleasure of the rape restores 4d6 HP to the Gurofiend.

Nature
Gurofiends are among the most powerful *oni* of the Black Else. By mortal standards they are utterly remorseless and completely mad- driven solely by impulses to rape, dominate and murder. They dimwitted behemoths swim the freezing, ebony oceans of the Black Else, their existence a churning and chaotic cycle of predation and sexual violence. There is no Gurofiend 'society' or culture- the strongest rape the weaker to death and feed on their corpses, until they die in their turn. Mercy is inconceivable to a Gurofiend.

Occasionally, a Gurofiend is summoned into the Earth Realm by a spellcaster desperate or rage-driven enough to take this unthinkable step. Summoning a Gurofiend means that sooner or later, it will break its bindings and rape you to death- any occultist capable of casting the spells knows this. Some gamble that the Gurofiend will kill their enemies first, and give them time to find a way to destroy the damned thing. On the rare occasions one enters the Earth Realm, unlikely alliances are forged, as the shadowy factions of Black Tokyo's occult underworld put aside their differences in hopes of annihilating the Gurofiend before the creature rapes an entire city block to death.

Gurofiends are grey skinned behemoths more than four meters tall. They are incredibly, inhumanly strong, but blubbery and shapeless, like a sumo wrestler succumbing to age and laziness. Three hellish penises dangle beneath their pendulous stomach, each lined with razor sharp bone spurs and obsidian hooks. Gurofiends have the head and skull of beasts: crabs, sharks, boar, wolves, lizards and worse things set atop their nightmarish form. No two Gurofiends have the exact same shape- the Black Else is endlessly inventive in devising new horrors.

Gurofiends in the Earth Realm keep to the waters, lairing deep beneath the reclaimed islands scattered across Tokyo Harbor. They are adept at moving through sewer systems and commercial waterways undetected. An escaped Gurofiend will establish a defensible lair beneath the water, but it can only restrain its impulses for so long. Within a day, often less, it will begin hunting: raping and murdering without plan, purpose or preference, and will not stop until it has depopulated an entire city or has been destroyed itself. Once a Gurofiend has chosen a hunting ground, it will never retreat nor give it up, even if staying is suicidal.

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HELL'S CONSCRIPT - CR 1

Medium LE Undead
XP 600
Init +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +6
Languages Japanese

Defense
AC 11 **Touch** 10 **Flatfooted** 10 (+1 armor)
HP 2d8 hp (9 HP)
FORT +0 **REF** +0 **WILL** +4
Immune undead immunities

Offense
Spd 30 ft
Melee +2 dagger (1d4+1 slashing, 19-20/x2)
Ranged +1 T-38 rifle (2d4 ballistic, 20/x3, 120 ft range increment, single shot, 5 round box) *OR*
Ranged +1 frag grenade (3d6 fire/slashing, 10 ft burst, REF DC 15 half, 10 ft range increment)
Special Qualities Hatred

Statistics
Str 12 **Dex** 11 **Con** - **Int** 9 **Wis** 12 **Cha** 10
Base Atk +1 **CMB** +2 **CMD** 12
Feats Deadly Aim
Skills Climb, Stealth, Perception +6
Gear uniform, dagger, T-38 rifle, 1d6x spare clips, 1x frag grenade

Ecology
Environment any (especially common throughout the territory held by the Japanese Imperial Army circa WWII)
Organization solitary, pair, patrol (2d4) or platoon (3d6 + one Ushi-Oni commanding officer)
Treasure none (gear rusts)

Special Abilities
Ancient Equipment (SU)
When the Hell's Conscript is slain, his equipment rusts away to useless relics within seconds. There is a 50% chance that if the Hell's Conscript still has an undetonated frag grenade in his possession that it detonates in his corpse's square during this process.

Hatred (EX)
Hell's Conscripts receive a +1 morale bonus on attack and damage rolls against non-Japanese humans.

Nature
Hell's Conscripts are the tormented souls of Japanese conscript soldiers who died horribly during World War II. They retain only dim memories of their former lives, remembering only the propaganda-fed hatred they felt towards the Allied soldiers that killed them.

Hell's Conscripts occasionally awaken at the site of a long forgotten battlefield, crawling from the dirt and mire on half-moon nights. They are an ever-present supernatural threat throughout the Philippines, the Marshall Islands and Okinawa, but are comparatively rare on mainland Japan itself. These undead soldiers remember enough of their training to set up ambushes and intelligently use cover, making them a deadly threat not only to ordinary mortals but even incautious demonologists and would-be exorcists. They kill until their ammunition is expended, returning to the grave after their last shot is fired. Hell's Conscript murder non-Japanese whenever possible- preferring Americans over all other prey, but perfectly willing to kill anyone in a

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uniform (even a civilian police uniform, or even such innocuous uniforms as a UPS driver's outfit or an ordinary school uniform), or any person they catch walking alone.

Hell's Conscripts are desiccated, leathery corpses dressed in the ragged remnants of a Japanese Imperial Army uniform. They wear a battered helmet and bear the wounds that killed them. Their vintage rifle and grenades are rusting and waterlogged, but in the undead's hands, these weapons fire as crisply as they did on the last day of the Conscript's mortal existence.

HITOBASHIRA - CR 7

Large N Undead
XP 3,200
Init -2 **Senses** Darkvision 60 ft, Tremorsense 30 ft, Perception +0
Languages understands Japanese but cannot speak

Defense
AC 18 **Touch** 8 **Flatfooted** 18 (-1 size, -1 DEX, +10 natural)
HP 10d8+30 hp (75 HP)
FORT +3 **REF** +2 **WILL** +7
Damage Reduction 5/magic
Immune undead immunities

Offense
Spd 30 ft
Melee two +15 slams (2d6+9 bludgeoning, 20/x4 plus *stun* for 1 round, F-DC 25 negates)
Special Qualities Collasping Ofuda, Earth Binding, Freeze (section of stone or a support pillar)

Statistics
Str 28 **Dex** 8 **Con - Int - Wis** 10 **Cha** 1
Base Atk +7 CMB +17 **CMD** 26

Ecology
Environment any urban or ruins
Organization solitary or pair
Treasure none

Special Abilities
Collapsing Ofuda (SU)
When the Hitobashira is created, a paper ofuda is written detailing an area within 100 ft of its place of entombment. When the Hitobashira is destroyed, all worked and natural in this 10 ft x 10 ft x 10 ft area collapses, as if effected by *transmute stone to mud*, possibly creating an architectural collapse or blocking passage into or out of a specific area, at the creator's design. In the case of narrow bridges or walkways, this might completely destroy the structure, rendering it useless.

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If the Hitobashira is destroyed farther than 100 ft from its place of entombment, this ability does not function.

Dead Pillar (EX)
The Hitobashira gains bonus Hit Points as a construct of its size.

Earth Binding (SU)
While the Hitobashira is in direct contact with either the earth or with worked stone, the creature cannot be bull rushed, repositioned or tripped.

Nature
Hitobashira (or human pillars) are the wretched, leather wrapped corpses of workers entombed in the structure of a stone bridge or in the key support of a mine or castle. The tradition of entombing a single sacrifice to appease the *kami* of a structure is an old one in Japan, told in many dark tales.

While many Hitobashira are ancient relics, remnants of Japan's superstitious past, as yet unknown to archeologists, some are more modern creations. The Amakaze has never forgotten the secret of entombing a soul to create a Hitobashira, and their skyscraper lairs are often protected by several cunningly hidden 'dead pillars'. Often the sub-basement levels are protected by a pair of Hitobashira, whose demise may well collapse the skyscraper, while the penthouse floors where Amakaze meet and conduct business are shielded by several additional paired guardians.

Hitobashira are virtually mindless. They can only accept the most rudimentary of commands, and are little more than brutal killers. They will not roam more than one hundred feet from their place of entombment unless specifically commanded by their creator. If a long forgotten Hitobashira is disturbed (such as by a construction crew demolishing an older building or making renovations), it will kill anyone it encounters.

Hitobashira are enormous blocks of stone which have fractured along lines that give the stone an almost man-like shape and rudimentary animation. In a few places, the stone itself has collapsed, revealing a skeletal corpse wrapped in an ancient and musty leather shroud.

JSDF INFANTRY TETSUJIN - CR 7

Medium LG or LN Monstrous Humanoid (Half-Construct) Fighter (weapon master archetype) 8
XP 3,200
Init +2 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +9
Languages English, Korean, Japanese

Defense
AC 25**Touch** 12 **Flatfooted** 21 (+2 DEX, +4 natural, +9 armor)
HP 8d10 +8 hp (57 HP)
FORT +7 **REF** +4 **WILL** +3
Defensive Abilities Weapon Guard +2
Immune Half Construct Immunities
Weaknesses Cybernetic Security Risk -0, Tasteless, Unusual Hand Structure

Offense
Spd 30 ft
Melee +11/+6 short sword (1d6+3 slashing, 19-20/x2)
Ranged +17/+12 M-16 rifle (2d8+5 ballistic, 20/x3, 120 ft range increment, 30 round box)
Cybernetics
Headware – Onboard Computer, Attack Barrier x1

Statistics
Str 14 **Dex** 15 **Con** 12 **Int** 10 **Wis** 13 **Cha** 11
Base Atk +8 **CMB** +10 **CMD** 22
Feats Burst Fire, Combat Reflexes, Deadly Aim, Dodge, Far Shot, Power Attack, Weapon Focus (M-16 rifle), Weapon Specialization (M-16 rifle)
Skills Craft (mechanical) +2, Perception +8, Survival +8, Swim +7
Gear +1 M-16 rifle, 20x spare clips, +1 short sword, Forced Entry Unit armor, mechanical tool kit, aprox. 250 lbs of canteens, rations and other gear carried on behalf of human soldiers

Ecology
Environment any land (commonly deployed throughout Asia)
Organization pair, squad (4-8) or platoon (12-16)
Treasure standard (including gear)

Special Abilities
Reliable Strike (EX)
When wielding his specially modified M-16, once per day, the JSDF Infantry Tetsujin may reoll an

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attack roll, critical hit confirmation roll, miss chance or damage roll as an immediate action. The Tetsujin must accept the second roll even if it is worse.

Tetsujin Gunner (EX)
The JSDF Infantry Tetsujin receives a +1 trait bonus on ranged attack rolls with firearms and energy specially modified for its hands.

Massive Strength (EX)
The JSDF Infantry Tetsujin's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are ten times greater than a humanoid creature of his size. His maximum load is 1,750 lbs.

Nature
The JSDF Infantry Tetsujin represents a specially built mechanoid that serves proudly alongside human-soldiers in the Japanese Ground Self Defense Forces. This Tetsujin soldier serves as the workhorse and the steadiest gunner in his squad.

His enormous, mechanical strength allows him to pack as much gear as a Humvee, and move comfortably in a cumbersome set of tactical body armor specially customized for his proportions. The JSDF Infantry Tetsujin is a clanking, obvious target; he carries over 600 rounds of ammunition for the American-manufactured assault rifle he's trained with and practically considers part of his cybernetic body. Add to that the canteens and ration packs he volunteers to carry for his human squaddies, and the Tetsujin is weighted down with enough gear to strangle three human troops. He doesn't mind in the least.

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KAIJU, DUNE GRINDER - CR 16

Colossal N Construct (kaiju)
XP 76,800
Init -2 **Senses** Darkvision 120 ft, Tremorsense 500 ft, Perception +0
Aura Gear Storm (30 ft, 10d6 slashing and 5d6 fire, REF DC 21 half)

Defense
AC 30 **Touch** 0 **Flatfooted** 30 (-8 size, -2 DEX, +30 natural)
HP 21d10+80 hp (290 HP)
Fast Healing 10 (electrical)
FORT +5 **REF** +3 **WILL** +5
Immune construct immunities
Resist Acid 30, Cold 30, Electricity 30, Fire 30, Negative Energy 30, Sonic 30

Offense
Spd 60 ft Burrow 60 ft
Melee two +33 slams (4d8+20 bludgeoning, 20/x3)
Special Attacks Swallow Whole (4d6 slashing+4d6 fire plus radiation, AC 25, HP 30)
Special Qualities Ferocity, Hurl Foe, Massive, Recovery

Statistics
Str 50 **Dex** 6 **Con** - **Int** - **Wis** 10 **Cha** 1
Base Atk +21 **CMB** +41 **CMD** 50 (cannot be tripped)

Ecology
Environment warm desert (limited to the Tottori Prefecture's dunes)
Organization always solitary
Treasure incidental

Special Abilities
Dune Dive (EX)
In sandy terrain, when the Dune Grinder uses its Sand Swimmer ability to emerge from the sand, all squares adjacent to the point where it ends its movement are considered difficult terrain for the duration of the encounter.

Gear Storm (EX)
The Dune Grinder is a staggeringly huge construct powered by enormous, perpetually spinning engines and superheated turbines. Merely being close to it is dangerous in the extreme. All creatures ending their turn within 30 ft of the Dune Grinder suffer 10d6 points of slashing damage and 5d6 points of fire damage (REF DC 21 half).

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Radioactive (EX)
The Dune Grinder is powered my multiple, poorly shielded reactor. Any creature swallowed whole by the Dune Grinder is exposed to an intensely radioactive environment.

Sand Swimmer (EX)
The Dune Grinder can burrow through sand as easily as a fish swims through water. It's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other trace of the Dune Grinder's passage.

Sandstorm Charge (EX)
When in any desert terrain, when the Dune Grinder makes a charge or uses the run action, it charges a special breath weapon. This breath weapon is a 90 ft cone of superheated sand and fused silica expelled from its cavernous turbine maw. All creatures within this cone suffer 15d6 slashing damage and 5d6 fire damage (FORT DC 21 half). All creatures within the cone have total concealment for 1 round and partial concealment for 1d6 rounds as the sands subside and settle, though a strong wind can disperse the sand in one round.

Superior Machine (EX)
Dune Grinders gain maximum HP from each Hit Die.

Nature
As many as a dozen Dune Grinders, differentiated by the colors and markings on their pitted and battle scarred hulls prowl the endless sands of the Tottori Dunes. These wormlike mechanical behemoths each have their own defined territory, and if another of their kind enters their range, the two horrors battle to the death. Smaller and weaker Dune Grinders are cannibalized by the victor, their gears and fusion turbines incorporated into the stronger's substance.

Sander cliques carefully track the movement of the largest and most dangerous Dune Grinders, but beyond their movement patterns, little is known about what Dune Grinders truly are or why they hunt the Earth Realm. Dune Grinders are a vacuum tube and dirty nuclear technology that is simultaneously cruder and more advanced than baseline human technology, and utterly alien to the creatures of the Tatakama or the Black Else. Like the Tottori Horrors that share their hunting range, the Dune Grinders are a dangerous and voracious enigma.

Dune Grinders resemble gigantic mechanical worms hastily assembled from battle scarred armor plating and dirty, soot stained refinery piping. Ten thousand scavenged CCTV cameras line the periphery of the Dune Grinder's diamond tipped maw. Weighing several million pounds, each Dune Grinder is nearly a kilometer long; its over-stressed nuclear engines radiate heat intense enough to melt the sand to dirty glass as it travels. They roar like a passenger wide-body at take off.

KAIJU, NAMAZU - CR 24

Colossal CN Magical Beast (kaiju, water)
XP 1,230,000
Init +1 **Senses** Darkvision 500 ft, *see in darkness, true seeing,* Perception +17
Languages Abyssal, Aquan, Japanese
Aura *Churning and Roiling World* (100 ft spherical radius, difficult terrain, fail a movement related check and drop prone and fall towards the nearest edge of the zone)
Aura *Frightful Presence* (60 ft, W-DC 26* or become shaken)

Defense
AC 40 **Touch** 14 **Flatfooted** 38 (-8 size, +1 DEX, +1 dodge, +26 natural, +5 luck, +5 deflection)
HP 43d10+602 hp (839 HP)
Damage Reduction 15/epic
FORT +37 **REF** +25 **WILL** +18
Immune Acid, Ballistic, Bludgeoning, Cold ability damage, ability drain, death effects, disease, energy drain,
Resist Fire 30, Sonic 10

Offense
Spd 60 ft, 120 ft swim
Melee two +51 slams (4d10+17 bludgeoning plus 2d10 acid, 20/x4) plus +51 (6d10+17 piercing plus 2d10 acid, 20/x3 plus swallow whole)
Special Attacks swallow whole (damage, AC HP)
Special Qualities Amphibious, Massive
Spell-Like Abilities (CL 21st Concentration +26)
Constant – true seeing
At Will – clashing rocks (R-DC 24)
- earthquake (R-DC 24)
- teleport without error (only when swimming)
- tsunami
- plane shift (only when swimming)
- world wave

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Statistics
Str 40 **Dex** 13 **Con** 36 **Int** 11 **Wis** 16 **Cha** 21
Base Atk +43 **CMB** +66 **CMD** 77
Feats Cleave, Dodge, Dazzling Display, Fearsome Violence, Frightful Presence, Great Cleave, Greater Penetrating Strike, Intimidating Prowess, Mobility, Power Attack, Penetrating Strike, Shatter Defenses, Spring Attack, Super Kawaii, Toughness, Weapon Focus (bite), Weapon Focus (slam), Weapon Specialization (bite), Weapon Specialization (slam)
Skills Craft (structural) +29, Knowledge (engineering) +14, Knowledge (nature) +14, Intimidate +34, Perception +17, Swim +37, Survival +17

Ecology
Environment any aquatic, marsh or coastal
Organization solitary and unique
Treasure double or triple standard (in lair, including 1d4 *Lesser Wishing Pearls* and a 30% chance of 1 *Greater Wishing Pearl*)

Special Abilities
Aquatic Rush (EX)
The Namazu benefits from the Run feat while swimming, and may make a charge while swimming, provided it swims in a straight line. It may swim straight upwards or upwards diagonally, without losing any speed, and if its path of travel takes it above the waterline, it may continue its move and effectively jump the remaining distance, without the need for an Acrobatics check. Creatures caught beneath the Namazu when it lands suffer 10d10 points of bludgeoning damage and are knocked prone (R-DC 47 half).

Blessings Upon Laborers (SU)
The Namazu, though greatly destructive, is a boon to crafts people,

laborers and construction crews looking for work. After every earthquake and tsunami, there's a construction boom as the resilient men and women of Japan crawl out of the rubble and rebuild.

The Namazu adds its STR modifier as a morale bonus on Craft (structural) checks. Once per day, the Namazu can bestow an equal morale bonus (+15 morale bonus) on Craft (structural) and construction/ blue collar related Profession checks made by up to five mortal beings known to the Namazu within 100 miles. The Namazu merely needs to speak the creatures' name to bestow this bonus, and must always bestow this bonus on at least two creatures of its choosing at each sunrise. A creature under this blessing can finish architectural projects in roughly 1/3rd the usual time.

If the Namazu chooses not to bestow this bonus on at least two creatures each day, for longer than 24 hours, it is considered *shaken,* and is generally sluggish, lethargic and rarely interacts within this world.

Churning and Roiling World (SU)
The Namazu is a creature of primal, destructive chaos that destroys the world in preparation for ultimate recreation. All squares within 100 ft of the Namazu, including those in the air, are considered difficult terrain.

All Acrobatics, Fly and Swim checks made within this aura roll 2D20 and take the worse of two rolls. Failure at any one of these checks drops the creature prone, and pushes them towards the nearest edge of the aura, affecting them as if they fell the distance to the maximum edge of this aura (1d6 damage per 10 ft traveled, REF DC half). This movement provokes attacks of opportunity from the Namazu and its allies, though not from other creatures.

Frightful Presence (SU)
The Namazu can inspire terror by charging or attacking. Affected creatures must succeed on a DC 36 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of Namazu.

The Namazu has the Fearsome Violence feat, which improves her frightful presence. Each time the Namazu kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the Namazu's frightful presence aura must succeed on a new save after each kill.

Hiding Beneath the Mud (SU)
The Namazu can bury itself in loose mud, sand, dirt or unworked stone, which must be submerged. Doing so is a full round action. While buried in this manner, the only action the Namazu can take is to end the burial as a move action. While buried, the Namazu has total cover and concealment, and the Namazu benefits from Regeneration 25. Each round the buried Namazu gains a new saving throw to end any harmful effect afflicting it.

Swim Between the Realms (SP)
The Namazu can swim freely between any waterway on any of the planes. The Namazu can swim between realms as a full round action, which functions as either *plane shift* or *teleport without error*, save it is limited to destinations within the water. The Namazu can only teleport itself and a single creature it is grappling or has swallowed whole.

Nature
The Namazu is a legendary and highly destructive beast that has plagued Japan since before the Korean horse-lords came to the islands. The Namazu is a quasi-divine beast of heaven, a great fish chained beneath the home islands, whose fitful thrashing causes the earthquakes and tsunamis that hammer the Pacific Rim region. Some claim the creature is a gigantic catfish, others say it is a pike, tuna or salmon, others claim it is eel-like. No matter what breed of fish the creature it is, its power is still felt throughout all the realms.

Ancient wards of failing and flickering power keep the Namazu trapped in the waters of the Black Else for most of the year, but occasionally these wards fail completely, and the Namazu slips back into the Earth's oceans. It might prowl Japanese sovereign waters for a few weeks, bringing on a plague of seismic disasters before a kind of spiritual gravity draws it back into the Black Else.

The Namazu is far more intelligent than it appears, even capable of speech. It has carved its frigid, ebony lair within the Black Else into a strangely beautiful, yet utterly inhuman architectural wonderland. The creature's lair stretches for miles

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upon miles of flooded, treasure laden tunnels lit only by the faint luminescence of trapped mortal souls. Here, the creature entertains demonic guests and the occasional mortal wizard of craftsman whose architectural skills impress it.

The Namazu is an engine of random and wanton destruction, but far from a mindless one. The Namazu is surprisingly well versed on the subject of architectural design and urban planning. The Namazu is everybit as erudite when speaking about the difficulties of constructing modern, green transportation infrastructures as the intricacies involved in raising a 15 level pagoda using traditional methods. The Namazu respects structures that do not fall during one of its rampages, and respects their builders. As a result of modern Japan's comprehensive earth-quake proofing, the Namazu relishes its rare opportunity to test itself against the modern world.

KAIJU, SLAUGHTER TRAIN - CR 21

Colossal LE Construct (Kaiju)
XP 409,600
Init +0 **Senses** Darkvision 600 ft, Perception +40

Languages understands English, Japansese, Mandarin
Aura Soot and Steam (concealment and fire damage that increases as targets approach more closely)

Defense
AC 43 **Touch** 2 **Flatfooted** 43 (-8 size, +41 natural)
HP 35d10 + 115 hp (308 HP)
Fast Healing 30
Damage Reduction 20/epic
FORT +12 **REF** +12 **WILL** +17
Immune Construct Immunities, Fire, Negative Energy
Resist Acid 30, Cold 30, Electricity 30, Sonic 30
Weaknesses Track Bound

Offense
Spd 250 ft (on tracks) 0 ft (off tracks)
Melee +47/+42/+37/+32 slams (4d6+20 bludgeoning, 20/x2)
OR +47 vital strike slam (16d6+20 bludgeoning, 20/x2)
Special Attacks Breath Weapon (10d6 fire, 90 ft line, usable every 1d4 rounds, REF DC 45 half), Death Throes, Hurl Foe, Superior Trample (4d6+30 bludgeoning, REF DC 45 half)
Special Qualities Ferocity, Freeze (a modern cargo or passenger train), Massive, Recovery
Spell-Like Abilities (CL 40th, Concentration +45)
1x/day – (upon destruction) Cloudkill (F-DC 20)
- Summon (1 Balor 25% or 1 Horned Devil 75% or 2d6 Devourers 65%)

Statistics
Str 50 **Dex** 10 **Con - Int** 1 **Wis** 20 **Cha** 1
Base Atk +35 **CMB** +63 (+65 bullrush and reposition) **CMD** 73 (only vulnerable to Bull Rush/Reposition)
Feats Cleave, Cleaving Finish, Great Cleave, Greater Bull Rush, Greater Cleaving Finish, Greater Reposition, Greater Vital Strike, Improved Bull Rush, Improved Reposition, Improved Vital Strike, Toughness, Power Attack, Quick Bull Rush, Vital Strike
Skills Perception +40

Ecology
Environment any land (Japan only, most commonly found in Mie Prefecture or surrounding prefectures)
Organization often accompanied by a variety of Ukemochi Ranch workers and guards, including several *Oni-Marrow Elite*, as passengers; cargo capacity for several hundred *Ukemochi Cattle Girls*
Treasure none (passengers might have individual treasure)

Special Abilities
Enormous Bulk (EX)
The Slaughter Train is a massive construct the size of a commercial cargo locomotive; it is 20 ft wide by 20 ft tall and 2,000 ft long. It may make attacks at any point along its length, and its auras and powers are calculated from any point along its length.

Death Throes (SU)
When the Slaughter Train is destroyed, its boiler erupts in a devastating firestorm that spreads burning steel, flame and lethal chemicals over an extraordinary radius. The explosion extends 60 ft from any point of the Slaughter Train and inflicts 40d6 damage, half of which is slashing, half of which is piercing (REF DC 45 half).

The eruption unleashes a *Cloudkill* effect that extends to the maximum radius from any point of the

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ruined Slaughter Train. A character who is aboard the Slaughter Train immediately prior to its destruction can attempt a DC 30 Computer Use check as a full round action; if successful, the *Cloudkill* effect is aborted, but the explosion still occurs. If the character succeeds at a DC 50 Computer Use check, neither the explosion nor the cloudkill leak occurs; the Slaughter Train crumbles to burning steel within an hour of its destruction.

Soot and Steam (SU)
The Slaughter Train breathes a continual cloud of black coal ash and superheated steam; it is not a clean or modern train, regardless of its shape. All creatures within 60 ft of the Slaughter Train have 20% concealment; which increases to 50% concealment within 30 ft. The Slaughter Train itself does not gain the benefit of this concealment, due to its enormous bulk, and the creature's fixed position on the rail line.

Creatures who end their turn within 60 ft of the Slaughter Train suffer 1d6 fire damage; this increases by +1d6 fire per 10 ft closer they approach the Slaughter Train, to a maximum 7d6 fire when directly adjacent to the Slaughter Train. A DC 45 FORT Save halves this heat damage.

Superior Trample (EX)
The Slaughter Train's incredible length and the speed at which it travels makes its trample especially lethal. The Slaughter Train may deal trampling damage to each target 1d4+1 times per round, as the length of the train barrels over the victim. Each time the Slaughter Train tramples, the victim may make a new REF Save or attack of opportunity against the Slaughter Train.

Track Bound (EX)
The Slaughter Train is a mystical juggernaut, but it is bound to the Japanese gauge railroads it travels on. Off the rail, it has a land speed of 0 ft; it can attempt a DC 40 STR check as a full round action to lurch up to 5 ft, in order to return to the track.

The Slaughter Train is immune to all combat maneuvers save for Bull Rush and Reposition. An opponent may attempt one of these combat maneuvers in order to knock the Slaughter Train off the rail.

Nature
The fearsome Slaughter Train is one of the most horrible mystical weapons ever forged by the Amakaze. The construction of this dark train began during the early 1900s by Goro Akabeko's grandfather, and completed in the late 1970s by Akabeko himself. The costs involved, in money, in

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artifacts and in lives sacrificed to fuel the machine were staggering, almost incalculable even by the Amakaze's standards. There will never be a second such dark train.

The Slaughter Train is the mobile headquarters for the *Twelve Golden Amakaze*, and though it answers to the clan's overlords, it has a special loyalty towards *Goro Akabeko*, which in some dim way it knows as its 'father'. Whether it rumbles through the Japanese night in the guise of a modern passenger train or as a sleek cargo hauler carrying bovine cargo, it is wreathed in steam and always smells faintly of beef on the grill. Depending on the day, it might carry dark executives to secret meetings in the heart of Tokyo, carry ordinary cattle and girl-cows to the same slaughter, or carry haunches of butchered meat to Tokyo's most exclusive and darkest tables.

Occasionally, the *Twelve Golden Amakaze's* masters allow the Slaughter Train to show its true face- a horror from a bio-mechanical nightmare. The train becomes an ebony, worm-like thing, a locomotive made of riveted black steel, blood and wire-wrapped bone. In this form, jagged spars of metal peel away from the fuselage to attack with enormous fury, and ebony fires burn within the skull-like engine compartment. When commanded to, the Slaughter Train can summon hungry devils and vile ghosts, who step out of one of its many passenger carriages as casually as mortal passengers would.

KAIJU, ULTIMUS THE UNMAKER - CR 28

Colossal NE Dragon (extraplanar, kaiju)
XP 4,915,200
Init +5 **Senses** Lowlight vision, Darkvision 120 ft, *see in darkness, true seeing,* Perception +
Languages Draconic, Infernal, Japanese

Defense
AC 42 **Touch** 16 **Flatfooted** 40 (-8 size, +1 DEX, +1 dodge, +26 natural, +12 deflection*)
HP 61d12+488 hp (885 HP)
Damage Reduction 20/epic
FORT +45 **REF** +29 **WILL** +34
Immune critical hits*, ability damage, ability drain, death effects, disease, energy drain, fear, radiation
Resist Electricity 20, Fire 20, Force 15
Spell Resistance 32
Weaknesses Reincarnation Vulnerability

Offense
Spd 120 ft, Swim 240 ft
Melee two +74 claws (2d12+20 slashing, 20/x4) plus +74 bite (4d12+30 piercing, 20/x5 plus *swallow whole*)
Ranged +55 entropic fire (6d12 entropy*, 20/x4, 1000 ft maximum range)
Special Attacks Hurl Foe, Swallow Whole (6d12 entropy*, AC 36, HP 82)
Special Qualities Amphibious, Ferocity, Massive, Recovery
Spell-Like Abilities (CL 61st Concentration +66)
Special (when summoned) – Reproductive Apocalypse (F-DC 26)
Special (when reduced to 0 HP) – Planet Killer

Statistics
Str 51 **Dex** 13 **Con** 45 **Int** 9 **Wis** 22 **Cha** 18
Base Atk +61 **CMB** +89 **CMD** 100
Feats Assume Ultimus the Unmaker can perform any Combat feat desired, due to his immortality, rage and sheer innate power.
Skills Climb +84, Intimidate +89, Perception +49, Sense Motive +29, Survival +70, Swim +92
Ecology
Environment any land or aquatic (native to the Black Else)
Organization solitary and unique
Treasure standard (in lair)

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Special Abilities

Entropic Fire (SU)
The flames shrouding Ultimus the Unmaker and boiling in his blood are pure, primal entropy- the energy of unmaking. Energy resistance and immunity do not apply to Ultimus the Unmaker's entropic fire ranged attack, nor against the damage inflicted by his swallow whole. A target reduced to 0 HP by these attacks is completely disintegrated, along with all their gear. Creatures slain in this manner can only be returned to life by the direct intervention of a deity.

These colorless fires surround Ultimus the Unmaker providing the creature with a deflection bonus to Armor Class.

Extraplanar (SU)
Though not an Outsider, Ultimus the Unmaker is considered an extraplanar creature on all planes aside from the Black Else. The creature is vulnerable to *banishment* and similar effects.

Price of the Summoning (SU)
Any being desperate enough, or furious enough to summon Ultimus the Unmaker from its icy coffin will pay the ultimate price. All members of the summoner's ethnicity/nation or faith are affected by *Reproductive Apocalypse* (F-DC 26 negates), including the summoner himself. This ability affects the creature that turns the last of the five keys that would free the creature- he is considered the beast's summoner.

Reincarnation Vulnerability (SU)
Ultimus the Unmaker is especially vulnerable to the actions of heroes with souls strong enough to remember their prior mortal incarnations. Characters who possess the Reincarnate feat can inflict critical hits against Ultimus the Unmaker.

Ultimus Flare (SU)
If the great dragon, Ultimus the Unmaker is ever defeated, the heavens themselves cry out in shock. When Ultimus the Unmaker is reduced to 0 HP and

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its Recovery special quality activates, this power also activates.

The nearest star to the planet upon which Ultimus the Unmaker was defeated upon erupts in a storm of lethal radiation. This functions as *Planet Killer*, targeted at the planet of the dragon's defeat, striking the planet after Ultimus the Unmaker's defeat. If Ultimus the Unmaker can be truly slain within before this period elapses, the *Planet Killer* is aborted.

Ultimus the Unmaker may willingly abort the *Planet Killer* effect prior to the spell's impact, if he desires, though convincing him to show this mercy is harder than truly slaying the creature.

Nature

Ultimus the Unmaker is a primal dragon-personification of entropy itself, of the end of all things. The great dragon is eternally dead, trapped in a coffin of ebony ice somewhere on a distant shore of the Black Else. The ice is a prison, a trap of absolute, cosmic zero- it can be melted and shattered if special obsidian keys are placed in obsidian locks and turned in proper sequence. The location of both the dragon's prison, as are the locations of many of these keys, yet the Unmaker has only arisen to rampage a handful of times in the Multiverse's long history. The Ubume Empress holds one such key, the Amakaze Executive board another, the Emperor of Japan yet another. Another obsidian key rests forgotten in a long abandoned temple in the Indian jungles, while others are scattered throughout the Three Realms and amongst the dreams of men and demons.

There are five locks on Ultimus the Unmaker's coffin; five of the many obsidian keys, each wielded by a different hand must be placed within the ice-rimmed locks. The being that turns the fifth and final key, that completes the dark ritual of liberating the behemoth is considered its summoner, and he can command the Unmaker, or at least guide the creature's endless rage. However, the curse bound to the Unmaker's prison dooms the summoner, and the entirety of his race to extinction. This price, too, is well known.

When freed, Ultimus the Unmaker destroys everything, on a brutal path of annihilation carved out of the Multiverse, appearing on a plane of its summoner's choice. It attacks the enemies of its summoner, their assets and people slightly ahead of other targets, but eventually, it destroys all things. When the great dragon eventually annihilates the world upon which it stands, it drifts through the void for a time, before it fades from the Multiverse to reappear within its primordial, freezing tomb.

Ultimus the Unmaker is a truly enormous dragon, with a mass greater than the entirety of many smaller Japanese towns. The creature is saurian, with a body similar to a *tyrannosaur* or other great sauropod. The Unmaker's eyes are intelligent and malicious, taking a grim pleasure in genocide and wanton destruction.

KAPPA OF BLADES - CR 7

Medium NE Monstrous Humanoid (aquatic)
XP 3,200
Init +5 **Senses** Darkvision 60 ft, Perception +11
Languages Aquan, Japanese

Defense

AC 21 **Touch** 15 **Flatfooted** 15 (-1 size, +6 DEX, +6 natural)
HP 9d10 +27 hp (77 HP)
FORT +6 **REF** +11 **WILL** +7
Defensive Abilities Retaliatory Slashes
Immune slashing damage
Weaknesses Head Bowl

Offense

Spd 30 ft Swim 60 ft
Melee +13 *cruel katana* (1d8+5 slashing, 18-20/x2)
Ranged +12 shuriken (1d2+4 piercing, 10 ft range increment)

Statistics

Str 18 **Dex** 21 **Con** 16 **Int** 15 **Wis** 13 **Cha** 14
Base Atk +6 **CMB** +10 **CMD** 25
Feats Combat Reflexes, Dazzling Display, Deadly Stroke, Greater Weapon Focus (katana), Shatter Defenses, Weapon Focus (katana)
Skills Acrobatics +15, Bluff +12, Climb +13, Knowledge (history, nobility) both at +11, Intimidate, Perception +11, Swim +21
Gear mwk. do-maru, *+1 cruel katana,* 15x mwk. shuriken, potion of *cure critical wounds,* potion of *bull's strength*

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Ecology

Environment cold and temperate forest, mountains or marsh
Organization solitary or accompanied by 2d4 ordinary Kappa (*B-3*)
Treasure double standard (including gear)

Special Abilities

Extract the Shirikodama (SU)
The Kappa of Blades' preferred food is the *shirikodama*, a mystical vitality-giving organ buried in the flesh between prostate and testicles of a humanoid man. The Kappa of Blades can extract the *shirikodama* from the corpse of any male creature slain within the previous hour, which requires the Kappa of Blades to devour parts of the creature's anal region and testicles, a process that takes at least one minute to complete.
A creature whose *shirikodama* cannot be raised or resurrected by anything less than the direct intervention of the deity. If the Kappa of Blades consumes the *shirikodama* of a creature with a higher Base Attack Bonus than its own, it gains a +1/4 increase to its own BAB. Thus, every four of these special *shirikodama* the Kappa of Blades consumes, its BAB permanently increases by +1. The Kappa of Blades can raise its BAB to a maximum of +20 in this manner.

Head Bowl (SU)
The basin atop the Kappa of Blades' head contains water from its home river or lake. The water is emptied only if the Kappa of Blades willingly bows or a creature pinning the Kappa of Blades forces it to do so (requiring a grapple check while pinned). If the water is emptied, the Kappa of Blades becomes *staggered*. If the emptied Kappa of Blades refills the head bowl, it recovers from the condition immediately.

Retaliatory Slashes (EX)
Any creature who strikes the Kappa of Blades with a melee attack or natural weapon suffers 1d6 points of slashing damage from the myriad blades girding its shell and limbs.

Nature

Kappa of Blades are fierce and insufferably arrogant samurai-oni. They are toxically racist, killing any non-Japanese human they encounter on first sight, and only sparing the rare Japanese victims they encounter that instantly show what they consider proper deference. These imperious creatures despise the modern Earth Realm and prefer only the wildest and most remote corners of the Tatakama. Occasionally, one can be convinced to teach a promising mortal the art of the sword, but this is far rarer than the legends imply. Kappa of Blades are fundamentally selfish creatures, and if they begin training an apprentice, it is only so the creature can one day devour their student's *shirikodama* once the vitality-giving organ properly ripens.

Kappa of Blades are strange creatures that equally blend frog, turtle and human aspects. Their muscular frames are sheathed in drab greenish-grey scales, and though a Kappa of Blades can walk fully upright if

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desired, most scramble about in a low crouch. They have a single leering eye atop a mouth filled with needle-like fangs and a long, lolling red tongue. Like all Kappa, the Kappa of Blades has a bowl-like depression in its skull filled with life-giving waters, and like all Kappa, the Kappa of Blades can potentially be tricked into spilling this water by an opponent's bow. However, the Kappa of Blades will only ever return the bow of a pure-blooded Japanese opponent.

Kappa of Blades dress in a samurari's do-maru armor, usually lacquered a stark black. The broken blades of katana are welded or strapped to their tortoise-like shells, hundreds of razor-sharp steel shards protruding from every angle. Similar steel shards are wrapped to the creature's limbs or worn as talons. Kappa of Blades move with incredible speed and agility, and are adapt at turning their bodies at just the right moment to flay an attacker open.

KISS FRIEND - CR 1

Small LN, N or NG Human Expert 3
XP 400
Init +2 **Senses** Perception +2
Languages Japanese

Defense
AC 16 **Touch** 15 **Flatfooted** 14 (+2 DEX, +1 armor, +3 luck)
HP 3d8 hp (14 HP)
FORT +1 **REF** +3 **WILL** +4

Offense
Spd 20 ft
Melee +0 unarmed strike (1d3-2 nonlethal, 20/x2)

Statistics
Str 7 **Dex** 15 **Con** 11 **Int** 10 **Wis** 13 **Cha** 16
Base Atk +2 **CMB** +0 **CMD** 12
Feats Kiss Evolution, Kiss Merge, Super Kawaii
Skills Craft (mechanical) +4, Computer Use +4, Drive +8, Knowledge (pop culture, technology) both at +4, Sense Motive +5
Gear school uniform, smartphone, enchanted driving gloves (+2 to Drive)

Ecology
Environment any urban
Organization Kiss Team (always accompanied by a Kissgear) and possibly 1d4+1 other Kiss Teams
Treasure standard (including gear)

Special Abilities
Kiss Friend (SU)
Up to three times per day, the Kiss Friend can kiss a willing Battlechanger on its mouth or facial armor as a full round action. Doing so restores 1 point of Fuelon to the Battlechanger, and allows the Kiss Friend to initiate a Kiss Merge if she desires.

Kiss Merge (SU)
When kissing a Battlechanger ally, the Kiss Friend can choose to physically merge with the robot. While she is Kiss Merged, the Battlechanger gains the following benefits:

- Gains a +2 enhancement bonus to Armor Class
- Gains the Powerful Build racial trait, and the robot's natural attacks and Special Weapons inflict damage as if one size category larger
- Is under the effects of *haste*

The Kiss Friend can maintain a merge for up to 26 rounds per day, which need not be consecutive. However, she is *exhausted* for twice as long as she remains merged, and cannot initiate a Kiss Merge while *fatigued* or *exhausted*.

Nature
Just a few short months ago, the Kiss Friend was an ordinary secondary school student, until secret government tests revealed she had the rare and highly sought after ability to supercharge robotic systems with just a kiss! Now, the perky and clever 13 year old girl is a part-time government operative. While lots of kids have after school jobs, not many can say they're an (extremely junior) officer in a secret branch of the Japanese Ground Self Defense Forces.

Kiss Friends are a vital component of the JGSDF's "Kiss Teams"- serving as drivers, mechanics and morale boosters for alien robotic warriors who've come to Japan and formed an alliance with the JSDF against all enemies, whether they be extraplanar or alien. In addition to protecting Japan's roadways from vehicular horrors like *Black Cars, Fleshchangers,* and worse things, Kiss Teams keep a wary eye peeled for rogue Battlechangers, mecha-terrorists and other threats.

Kiss Teams sometimes work as the ground-based counterparts of the Assault Witch program, and battle similar threats- including low-flying *Abyss*. (If a particular Kiss Friend is assigned a Kissgear

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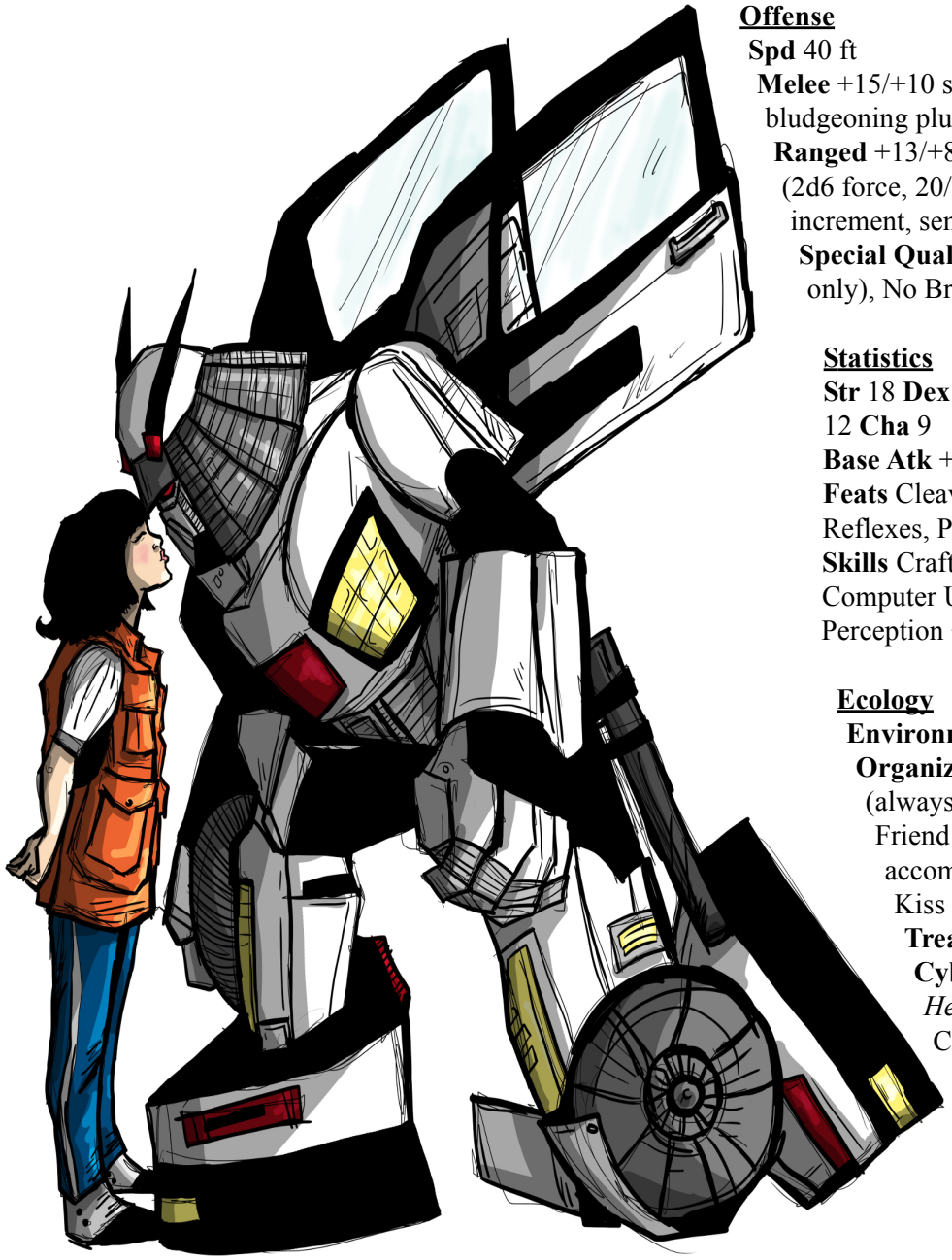
partner with an airborne alt-mode, replace her ranks in Drive with equal ranks in Fly, and swap her enchanted driving gloves for enchanted pilot's gloves.)

Kiss Friends are accompanied everywhere by their Kissgear partner, and aren't much of a threat outside their mecha. When merged with their robotic ally, Kiss Friends are a force to be reckoned with. Despite the best efforts of her training instructors, Kiss Friends remain girls at heart- they can be immature, bratty and frivolous, though she's dedicated enough she usually puts on a decently professional demeanor when she's behind the wheel. (And her Kissgear can usually reign in her worst flights of fancy, if necessary.) Her videogame trained reflexes, tech savvy, and ability to learn on the fly serve her well in her unusual new career.

KISSGEAR - CR 8

Large LG or LN Monstrous Humanoid (Battlechanger) Warrior 10
XP 4,800
Init +2 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +6
Languages English, Japanese, Tech-FG

Defense
AC 19 **Touch** 11 **Flatfooted** 17 (-1 size, +2 DEX, +8 natural)
HP 10d10 +20 hp (75 HP)
FORT +9 **REF** +5 **WILL** +4
Immune Suffocation, Vacuum (No Breath)
Resist Cold 20, Fire 20
Weaknesses Cybernetic Security Risk -1



Offense
Spd 40 ft
Melee +15/+10 shocking tonfa (1d8+5 bludgeoning plus 1d6 electrical, 20/x2)
Ranged +13/+8 heavy charge pulse rifle (2d6 force, 20/x3, 100 ft range increment, semi auto)
Special Qualities Freeze (alt-mode only), No Breath, Unhealing

Statistics
Str 18 **Dex** 12 **Con** 15 **Int** 13 **Wis** 12 **Cha** 9
Base Atk +10 **CMB** +15 **CMD** 26
Feats Cleave, Great Cleave, Piloted Reflexes, Power Attack
Skills Craft (mechanical) +13, Computer Use +6, Intimidate +12, Perception +6

Ecology
Environment any urban
Organization Kiss Team (always accompanying a Kiss Friend partner), often accompanied by 1d4+1 other Kiss Teams
Treasure incidental
Cybernetics
Headware – Onboard Computer

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Shannix Budget
Energy Resistance (cold), Energy Resistance (fire), Special Weapon *(+2 shocking tonfa)* Special Weapon *(+3 heavy charge pulse rifle of infinite ammo),* Ram Plates

Special Abilities
Fuelon Reserve (EX)
The Kissgear has 6 points in his Fuelon reserve. The Kissgear can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Heavy Charge Pulse Rifle (EX)
On a successful attack with the pulse rifle, the Kissgear may reroll any 1s or 2s rolled for damage, but must accept the results of this reroll even if it is worse than the original roll.

Massive Strength (EX)
The Kissgear's pneumatics and artificial musculature allows them to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are twenty times greater than a humanoid creature of his size. A Kissgear's maximum load is 6,000 lbs.

Kiss Touring (SU)
The Kissgear drives best when his special human friend is in his passenger compartment. While in alt-mode, while his Kiss Friend is in his cabin or physically merged, the Kissgear receives a +2 trait bonus on REF Saves.

Piloted Reflexes (EX)
While a humanoid ally is in the Kissgear's vehicle mode driver's seat, and the Kissgear is called to make any REF Save the Kissgear makes the save as normal, and the driver makes a Drive check. The Kissgear uses whichever result is higher. If the driver possess evasion, improved evasion or similar ability, the Kissgear is also treated as having this ability while being piloted.

Alt-Mode
The Kissgear transforms into a four door police cruiser with reinforced bumpers, painted in official black and white. The prefectural crest of the region the Kissgear is assigned is emblazoned on the vehicle's hood and door, and a V-shaped light bar is mounted atop the passenger cabin. The Kissgear can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Large Ground Mover (police cruiser)
Armor Class
Spd 175 ft
Maximum Load 30,000 lbs
The Kissgear has the ability to change coloration and deco, and to retract his light bar, at will. Usually, the Kissgear only maintains police colors while 'on duty' and adopts ordinary civilian deco when not on the job. When 'off duty', the Kissgear usually stays in alt-mode and tries to pass himself off as his partner's new family sedan.

The Kissgear takes only half damage from falls and collisions in alt-mode thanks to built in ram-plates.

Nature
Kissgear mechs are a special cadre of heroic Battlechangers stationed on Earth- specifically, in Japan and allied with the country's military. Kissgear are chosen for this assignment not only due to their proven battle prowess, courage and devotion to the Freegear ethos, but because they have the unique capacity to genuinely love a human. Partnered with a young human boy or girl, Kissgear draw both moral courage and tactical speed and firepower from their tiny human partner. For some, this bond between human and machine is so intense the Kissgear can actually absorb their organic partner into their mechanical systems. While so merged, the robot's already impressive physical attributes are heightened to an amazing degree.

Kissgear are large moderately armored Battlechanger soldiers who assume the form of a modern police cruiser with Japanese prefectural police livery. (While technically part of the Japanese Ground Self Defense Force, Kissgear use civilian police colors in hopes of attracting less attention while on a mission.) The Kissgear has a clean ivory hull accented with jet black or dark navy deco. Shoulder mounted tires give the Kissgear the appearance of heroic bulk in robot mode. When not in active combat, the robot keeps its specialized weapons- a heavy pulse rifle and electro-tonfa- stowed in its hip plating.

The Kissgear is a professional and very experienced soldier, but ever since bonding with his young Kiss Friend partner, has shown a renewed enthusiasm for

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Earth and its creatures. The Kissgear can be extraordinarily warm and friendly to humans, and might be tempted to break cover and assume robot mode if around his partner's human friends and family, or go off on some hair-brained scheme his young partner has dreamt up. The Kissgear otherwise maintains a paternal demeanor around his partner and other human children, and a soldierly one around the JGSDF, human adults and other allies.

"KUMO-CHAN"

In addition to the best-selling Tetsujin workers, *Hyabusa Heavy Industry's* Assembly Plant-01 produces a variety of "Kumo-Chan" assault mecha for use by the elite branches of the Japanese police and self defense forces. Though the Kumo-Chan have an official designation, nobody, not even the pilots themselves ever really use those designations. Instead of referring to deploying with a Hexipedal Assault/Scout Mecha Type III, a pilot will speak, usually with maternal love tinged with the occasional bit of frustration about taking her Kumo-Chan into battle. The nickname, literally *Child Spider*, seems apt.

There are a variety of Kumo-Chan mecha, but all share certain characteristics. Robotic vehicles of this type are incredibly nimble, fast for their size and operated by a very clever onboard AI core. Though usually designed to work with a human partner or pilot, Kumo-Chan can operate on their own indefinitely and are capable of carrying out very complex missions with minimal human supervision.

Kumo-Chan mecha of all classes are gregarious and curious. They enjoy the company of humans, and many are given regular clearance to leave their bases to explore (or just occasionally sneak out in the night). When off base 'on leave', the mecha have the majority of their weapons offlined for safety. During their leisure time, Kumo-Chan usually people watch, enjoying the hustle and bustle of crowded 'human interaction zones' like Akihabara from a nearby rooftop.

"KUMO-CHAN", JINUSHIGAMI-CLASS - CR 14

Huge LN Construct (Kumo-Chan, Mecha)*
XP 38,400
Init +6 **Senses** Blindsense 1 mile, Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +21
Languages Japanese and English or pilot's languages*

Defense
AC 30 **Touch** 15 **Flatfooted** 23 (-2 size, +6 DEX, +1 dodge, +14 natural)
HP 19d10 + 40 hp (145 HP)
FORT +6 **REF** +12* **WILL** +8*
Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 50 ft Climb 50 ft
Reach 15 ft
Melee +27/+22/+17/+12 slams (2d6+10 bludgeoning, 20/x2)
Ranged +23/+18/+13/+8 combat shotgun (2d10 ballistic, 20/x2, 30 ft range increment, full auto) OR +29 .30 anti-vehicle sniper rifle (4d10 ballistic, 19-20/x3, 1,000 ft range increment, single shot)
Sneak Attack +4d6
Special Qualities Piloted
Spell-Like Abilities (CL 19th Concentration +20)
At Will – Fog Cloud
- Greater Invisibility
- Stinking Cloud (F-DC 12)

1x/day – Acid Fog
- Cloudkill (F-DC 14)

Statistics
Str 30 **Dex** 22* **Con** - **Int** 13* **Wis** 15* **Cha** 11*
Base Atk +19 **CMB** +31 **CMD** 47 (cannot be tripped)
Feats Cleave, Combat Reflexes, Deadly Aim, Dodge, Great Cleave, Lightning Stance, Mobility, Power Attack, Run, Spring Attack, Wind Stance
Skills Acrobatics +15, Climb +29, Knowledge (local and tactics) +6 each, Perception +21
Gear +3 keen .30 anti-vehicle sniper rifle (salvageable from destroyed mecha)
Cybernetics
Headware – Onboard Computer

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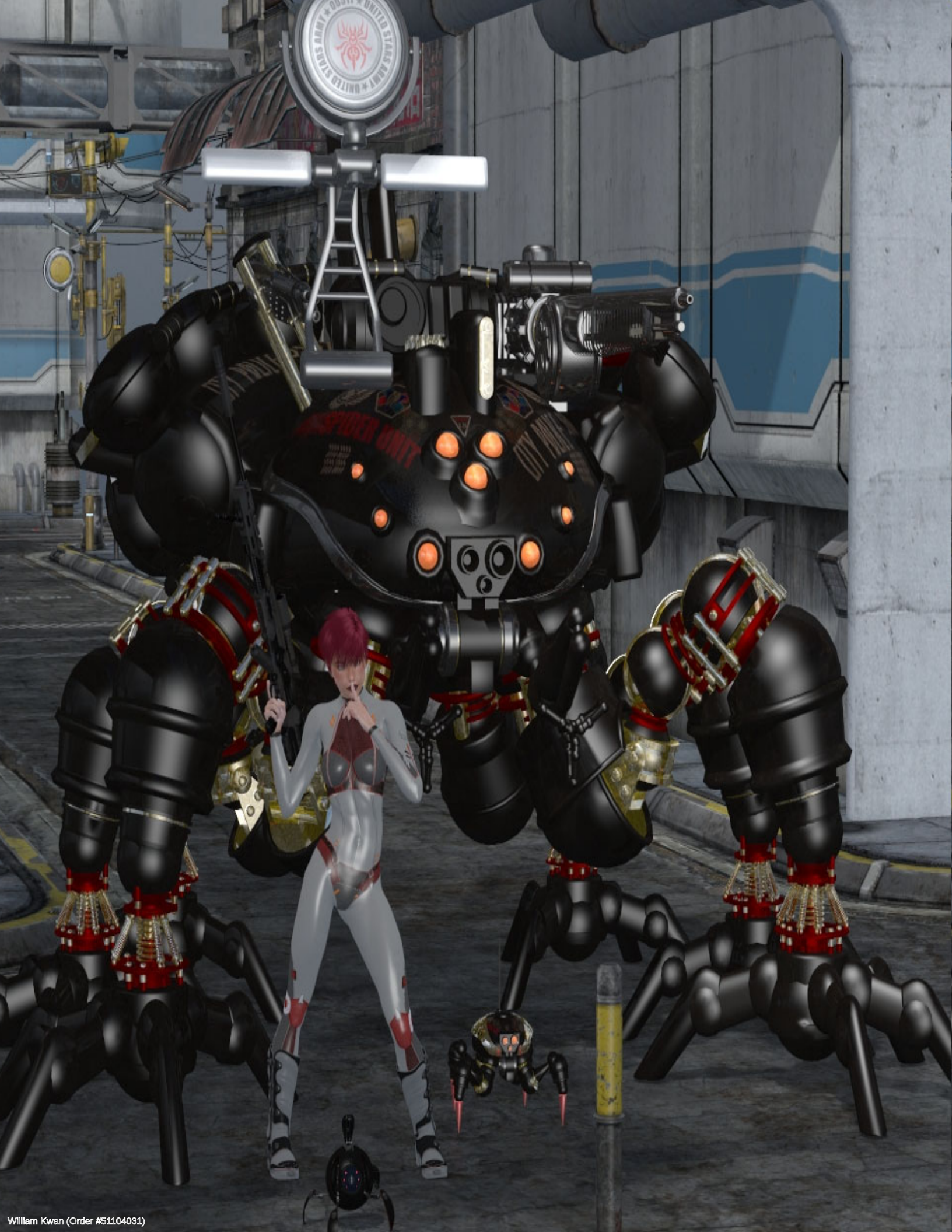

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Ecology

Environment any urban or forest (commonly deployed throughout Japan and Korea)
Organization serves as a vehicle for a Medium pilot, often accompanied by 1-6 Katanagari-class mechs and associated Spider Egg Drones
Treasure salvaged rail gun (see gear)

Special Abilities

Lightning Stance (EX)
If the Jinushigami-class mecha takes two actions to move or a withdraw action in a turn, it gains 50% concealment for one round.

Spider's Data Webs (EX)
The Jinushigami-class mecha forms the center of a complex tactical data network, like a spider in an invisible web. All creatures with the Kumo-Chan subtype within 500 ft gain the benefit of this data web. Unless all Kumo-Chan creatures are flanked or flat-footed, none of them are considered flanked or flat-footed.

Spider Egg Drones (EX)
The Jinushigami-class mecha is equipped with launch systems for six Spider Egg Drones. It can deploy up to three of these drones as a swift action.

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Tactical Blindsense (EX)
The Jinushigami-class mecha can take a move equivalent action to allow all creatures with the Kumo-Chan subtype within one mile to benefit from its Blindsense for one round.

Nature
Jinushigami-class (literally *'god of a place'* or *'landlord kami'*) are the most dangerous, commonly deployed class of Kumo-Chan assault mecha. These larger and more heavily armed Kumo-Chan form the centerpiece of tactical squads, coordinating the tactics of other Kumo-Chan with their superior sensory capabilities and tactical comms network. Often, a single Jinushigami-class is deployed with up to half a dozen Katanagari-class subordinates and their assorted Spider Egg drones.

Black Japan's police forces use Jinushigami-class mecha in breaching operations, while the Self Defense Forces use them for stealth operations or outright assassination missions. Like all Kumo-Chan mecha, Jinushigami-class mechanoids are clever, tactically brilliant and able to learn from their mistakes. Of all the Kumo-Chna, Jinushigami-class are the most emotionally mature, and have the most adult-like personalities. They are calculating, crisp and businesslike and only rarely given to fits of unbridled curiosity or inappropriate enthusiasm.

A Jinushigami-class mecha is a spider-like robot larger than an SUV, heavily armored but incredibly fast. Its noise-canceling design and intricately articulated toes allow it to move in nearly complete silence, despite its tonnage. Racks of smoke tubes on the abdominal section, aft of the pilot's compartment allow it to create cover and concealment on the battlefield, as well as giving the mecha some 'last-resort' chemical warfare capabilities. A compact radome system provides superior sensory capabilities, while a massive sniper rail-gun slung over the robot's thorax gives the Jinushigami-class a potent long-range strike capability.

The Jinushigami-class is more than capable of using its innate stealth, invisibility field generators, smokers, onboard rail guns and combat shotguns to assassinate hardened targets with a first, hard strike.

"KUMO-CHAN", KATANAGARI-CLASS - CR 5

Large LN Construct (Kumo-Chan, Mecha)*
XP 1,600
Init +8 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, scent, Weapon Detectors, Perception +4
Languages Japanese and English or pilot's languages*

Defense
AC 20 **Touch** 14 **Flatfooted** 15 (-1 size, +4 DEX, +1 dodge, + 6 natural)
HP 6d10 + 30 hp (63 HP)
FORT +2 **REF** +6* **WILL** +5*
Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 40 ft Climb 40 ft
Reach 10 ft
Melee +7/+2 slams (1d8+2 bludgeoning, 20/x2 plus disarm or steal)
Ranged +9/+4 submachine guns (2d6 ballistic, 19-20/x2, 50 ft range increment)

Note that a technician can easily swap out the mecha's internal ammo drums for drums filled with less-lethal gel rounds. Once so modified, the Katanagari-Class mecha inflicts ***non-lethal ballistic damage*** *until the ammo hopper is switched out again.*

Special Qualities Piloted

Statistics
Str 14 **Dex** 18* **Con** - **Int** 8* **Wis** 16* **Cha** 8*
Base Atk +6 **CMB** +9 (+11 disarm or steal)
CMD 23
Feats Combat Reflexes, Dodge, Improved Disarm[B], Improved Steal[B], Skill Focus (stealth)
Skills Acrobatics +10, Disable Device +2, Climb +10, Perception +4 (+14 detect concealed weapons/explosives), Stealth +11
Cybernetics
Headware – Onboard Computer, Compound Optics Band, Attack Barrier x1

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Ecology
Environment any urban or forest (often deployed throughout Japan and Korea, just as likely to be enjoying 'leave' somewhere in a Japanese mega-city)
Organization serves as a vehicle for a Medium pilot
Treasure incidental (occasional trinkets and souvenirs, picked up while 'on leave' and crammed into the pilots' compartment)

Special Abilities
Compound Optics Band (EX)
Camera lenses spaced across the Katanagari-class mecha's hull allow it a 360 degree field of vision. It cannot be flanked.

Nimble Stalker (EX)
The Katanagari-class mecha does not suffer a size penalty on Stealth checks.

Spider Egg Drones (EX)
The Katanagari-class mecha is equipped with launch systems for two Spider Egg Drones. It can deploy one or both of these drones as a swift action.

Sword Hunter (EX)
With a successful melee attack, the Katanagari-class mecha may make a free disarm or steal attempt against the target without provoking an attack of opportunity. Doing so is considered part of the melee attack.

Weapon Detectors (EX)
The Katanagari-class mecha has advanced onboard sensors to sniff out and detect concealed weapons and explosives. The Katanagari-class mecha receives a +10 racial bonus on Perception checks made to detect concealed weapons or explosives, and may make such checks when it merely comes within 50 ft of a concealed weapon or explosive even when not actively searching.

Nature
Katanagari-class mecha (literally *Sword Hunters*) are among the most common breed of Kumo-Chan. They are designed for crowd control and urban protection, and are the most commonly deployed of all Kumo-Chan. In Tokyo itself or one of the bigger cities, you might see several Katanagari-class mecha deployed along parade routes or at the periphery of street festivals during holidays. In darker times, they serve with riot control units.

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Katanagari-class mecha are designed to quickly spot and neutralize concealed weapons. If they detect a handgun concealed in a jacket, they quickly spring into motion, able to snatch the weapon from the suspect's holster before most suspects can even blink. If their keen senses detect concealed explosives (such as in a truck bomb), the usual procedure is to call a human technician to render safe, but in extreme cases, the Katanagari-class mecha is skilled enough to disarm most simple explosives.

Like all Kumo-Chan, Katanagari-class mecha are designed with a spider-like body plan. With this particular mecha that plan is simplified, giving the robot a tick-like rather than spideroid silhouette.

"KUMO-CHAN", SPIDER EGG DRONES - CR 2

Tiny N Construct (Kumo-Chan)
XP 600
Init +5 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +4
Languages Japanese

Defense
AC 18 **Touch** 17 **Flatfooted** 13 (+2 size, +5 DEX, +1 natural)
HP 3d10 hp (17 HP)
FORT +1 **REF** +6 **WILL** +2
Immune Construct Immunities
Weaknesses Illusion Vulnerability

Offense
Spd 60 ft Climb 60 ft
Ranged +10 laser (2d6 force, 20/x3, 50 ft range increment)
Spell-Like Abilities (CL 5th Concentration +6)
At Will – Magic Missile

Statistics
Str 4 **Dex** 20 **Con - Int** 12 **Wis** 12 **Cha** 6
Base Atk +3 **CMB** +6 **CMD** 16
Feats Agile Maneuvers, Nimble Moves, Weapon Finesse
Skills Climb +16, Stealth +16, Perception +4

Ecology
Environment any urban
Organization swarm of 1d6+4 or accompanying a Kumo-Chan
Treasure none

Special Abilities
Hide in Plain Sight (EX)
The Spider Egg Drone may make a Stealth check to hide even if observed at no penalty.

Illusion Vulnerability (SU)
The Spider Egg Drone's keen AI and curiosity is a weakness sometimes. Though immune to most mind affecting abilities, the Spider Egg Drone is vulnerable to spells and effects from the Illusion school.

Skitter (EX)
Anytime the Spider Egg Drone is missed by a melee or ranged attack, it may make a 5 ft step as an immediate action.

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Nature
Spider Egg Drones are clever, cunning ambush mechanoids. They are often deployed alongside their larger, harder hitting "Kumo-Chan" counterparts, serving as advance scouts, spies, snipers and rangefinders. Spider Egg Drones are enthusiastic masters in their assigned role as urban sniper/assassins. A small team of 3-5 Spider Egg Drones can take down significantly more powerful targets thanks to their extremely accurate lasers, excellent teamwork and ability to disappear into the night after each harassing shot.

Spider Egg Drones are relentlessly cheerful, talkative and, despite their total professionalism, found extremely annoying by most human troops. They ask as many questions as a bright 3 year old and even if commanded to be silent, they merely switch to asking those same questions by silent, wire-less cyber-comms. They enjoy the company of "Kumo-Chan" assault drones, who share their dispositions, and the rare Tetsujin soldier, who they revere as steel heroes.

LANDMATE POETICA - CR 10

Medium LN Monstrous Humanoid (POETICA)
XP 9,600
Init +1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +17
Languages English, Japanese, Korean

Defense
AC 18 **Touch** 13 **Flatfooted** 17 (+1 DEX, +2 luck, +5 armor)
HP 13d10+52 hp (124 HP)
Damage Reduction 10/magic (vs ballistic damage only)
FORT +9 **REF** +9 **WILL** +9
Immune Fear, 25% chance to ignore critical hits (light fortification)

Offense
Spd 40 ft
Melee +18/+13/+8 unarmed strike (2d6+5 bludgeoning, 20/x2) OR
+18 vital strike unarmed strike (6d6+5 bludgeoning, 20/x2)
Ranged +21/+16/+11 VWS (3d10+2 ballistic, 20/x3, 100 ft range increment, single shot)
**the VWS can assume other firing modes, but for simplicity's sake only its rail-gun configuration is detailed here.*
Special Qualities Powerful Build

Statistics
Str 21 **Dex** 13 **Con** 16 **Int** 8 **Wis** 12 **Cha** 15
Base Atk +13 **CMB** +19 **CMD** +30 (cannot be tripped)
Feats Great Fortitude, Improved Vital Strike, Power Attack, Super Kawaii, Toughness, Vital Strike, Weapon Focus (VWS)
Skills Drive +7, Knowledge (tactics) +6 Intimidate +18, Perception +17, Survival +17
Gear +2 variable weapon system of unlimited ammo, +1 battle lingerie of light fortification, Abrams Leggings, 2x potions of cure critical wounds

Ecology
Environment any land
Organization solitary or accompanying a US military/JSDF joint strike force
Treasure standard (including gear)

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Special Abilities

Counter Fire (EX)
If the Landmate POETICA is damaged by a ranged attack and she is aware of the attacker, she may make an immediate ranged attack against the character who damaged her as a swift action that does not provoke attacks of opportunity. She must be equipped with a ranged weapon to use this ability.

Kill Shot (EX)
The Landmate POETICA automatically confirms critical hits.

Walking Tank (EX)
The Landmate POETICA is as resolute and hard to stop as a main battle tank. She is immune to fear and cannot be tripped. The Landmate POETICA's armored lingerie-hull provides her with DR 10/magic against Ballistic damage only.

Thanks to her Abrams Leggings, the Landmate POETICA's base land speed is never reduced by armor nor by encumbrance.

Nature
Landmate POETICA are rebuilt, recycled and repurposed android girls produced in pretty much open defiance of the *New Day Girl Factory's* POETICA licensing rights by the United States military serving in Japan. Only a relative handful of Landmate POETICA have been produced, and all have been singular creations. Landmate POETICA are what happens when American military ingenuity and a willingness to juryrig unexpected solutions

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meets a POETICA too badly damaged or too far outdated to be repaired any other way.

So far, Landmate POETICA remain a secret part of the American techno-magical arsenal, too new, too expensive and too quirky for wide deployment. A small cadre of the powerful android girls is stationed at Okinawa's Camp Fulgrim, and even their dim CPUs realize something is very, very wrong there. A happier minority is stationed at the Marine Corps detachment at Iwakuni, performing the kind of heavy firepower anti-oni missions they excel at, and less than half a dozen serve as ground support for the Assault Witches at Misawa AFB in the far north. The majority of America's Landmate POETICA have been shipped out to Korea, where they patrol the DMZ and help keep up troop morale.

Landmate POETICA are fairly brawny as POETICA androids go. The 'repairs' that made them what they are were imperfect; with their makers unable to crack the mystery of true POETICA AI, Landmates are a little dimmer than their standard-issue sisters. Around base, Landmate POETICA are genial and hardworking, as placidly patriotic as a Lee Greenwood riff, and they follow orders well, if uncreatively. Landmate POETICA take the field clad in reactive armor bikinis, and bearing a highly versatile, variable weapons system they prefer to keep in rail-gun mode. Landmate POETICA like hitting targets hard, whether that be with mag-launched sabot round fired at Mach 2.5, or just with their hydraulic enhanced fists.

LIVING KANJI - CR 4

Medium CN Ooze
XP 1,200
Init +2 **Senses** Blindsense 60 ft, Perception +1
Languages understands Japanese, but cannot speak

Defense
AC 16 **Touch** 12 **Flatfooted** 14 (+2 DEX, +4 natural)
HP 5d8+5 hp (28 HP)
FORT +2 **REF** +3 **WILL** +2
Immune ooze immunities, visual effects (blind)

Offense
Spd 50 ft
Melee two +6 killing words (1d6+1 damage*, 20/x3)
Ranged +5 killing haiku (2d6 damage*, 20/x2, 50 ft maximum range)
Spell-Like Abilities (CL 5th Concentration +6)
At Will – quickened Solid Note
- Lesser Confusion (W-DC 11)

Statistics
Str 16 **Dex** 14 **Con** 12 **Int - Wis** 12 **Cha** 1
Base Atk +3 **CMB** +6 **CMD** 18

Ecology
Environment any (only found in Japan or among large concentrations of Japanese speakers)
Organization solitary or pair
Treasure none

Special Abilities
Killing Words and Killing Haiku (SU)
When the Living Kanji attacks, it either stabs out with neon-wrought letters that attack the victims, or in the case of Killing Haiku, fires a steam of tight *katakana* script that remains connected to the Living Haiku by glowing lines until the split second of impact.

The damage caused by a Living Kanji's melee or ranged attacks can be a variety of damage types, which are visible to the target as glowing kanji characters in the approaching attack form. The Living Kanji can choose which damage type to inflict as a free action with each attack made.

- Killing Words (melee attacks) can inflict either slashing, piercing or bludgeoning damage.

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- Killing Haiku (ranged attacks) can inflict either piercing, ballistic, fire or force damage.

A character who makes a successful melee attack against the Living Kanji can make a Linguistics check as a swift action. If the Linguistics check result is higher than the attack roll, the attacker is able to slice away one of the characters making up the Living Kanji's body.

The attacker can remove the Living Kanji's ability to inflict one damage type of the attacker's choice (such as removing the Kanji's ability to inflict slashing damage). The Living Kanji cannot make attacks of that damage type for the remainder of the encounter. If the Living Kanji loses the ability to inflict all available damage types, it is slain, regardless of its current Hit Point total.

Word Theft (SU)
Once per day, the Living Kanji can heal itself by stealing the words from nearby written text as a standard action. All non-magical texts written in Japanese, including signage within 10 ft of the Living Kanji are rendered completely blank, as text vanishes. Neon lighting, engravings and similar sculpted text crack and shatter spectacularly. Magical text, as well as text written in languages other than Japanese are not affected.

The Living Kanji recovers 2d6 Hit Points, or 4d6 HP if located in an area with abundant Japanese-language text, such as a library or bookstore.

Nature
Living Kanji are mindless and surreal opponents, created by the corrupting influence of an unusually strong *Akashita Wind*. They maintain their tenuous hold on reality for only a few days, perhaps a week, before discorporating. During their brief time in existence, they cause chaos, toy with the weak minded and mindlessly devour the words written by humanity.

Living Kanji appear as a roughly man-sized wall of densely scribed *katakana* text, made up of an endless, roiling storm of ever-changing Japanese characters. These words and letters hang in the air, spelling out nonsense and glowing like multicolored neon. Those touching a Living Kanji feel something like warm putty, that makes the hair on their arms tingle and stand up. As the Living Kanji moves (with incredible alacrity for such a strange being), it leaves behind after images of rapidly fading words, connected to one another as by the slashing of a luminous ink pen.

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LOLIVORE / SHOTAVORE - CR 15

Small CN Fey (chaotic)
XP 51,200
Init +8 **Senses** Lowlight vision, *true seeing,* Perception +31
Languages Abyssal, Japanese

Defense
AC 26 **Touch** 23 **Flatfooted** 22 (+1 size, +4 DEX, +1 dodge, +3 armor, +7 luck)
HP 25d6-25 hp (63 HP)
FORT +7 **REF** +20 **WILL** +15
Damage Reduction 10/good and cold iron
Resist acid 10, fire 10, pleasure 10
Immune charm, sleep, spells and effects with the *Busty* descriptor, weapons and effects with the *Eyrines* property/keyword

Offense
Spd 50 ft
Melee +18/+13/+8 dagger (1d4+2 slashing, 19-20/x2 plus Bleed 1) and +17 bite (3d6+7 pleasure, 20/x3 plus swallow whole)
Ranged Touch +17/+12/+7 vomitus (2d6 acid plus 1d6 bludgeoning, 20/x2, 30 ft range increment, plus F-DC 22 or be *nauseated* for 1d6 rounds)
Special Attacks Swallow Whole (3d6+7 pleasure, AC 16, HP 6)
Spell-Like Abilities (CL 13th Concentration +20)
Constant – freedom of movement
- true seeing

At Will – Stunning Orgasm (W-DC 18)

Statistics
Str 13 **Dex** 19 **Con** 9
Int 12 **Wis** 13 **Cha** 24
Base Atk +12 **CMB** +16 **CMD** 30
Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Defensive Training, Dodge, Improved Initiative, Lightning Reflexes, Mega-Pettanko, Mobility, Run, Spring Attack, Super Kawaii, Weapon Finesse, Whirlwind Attack
Skills Acrobatics +33, Bluff +36, Perception +31 Perform (sexual, sing) both at +36, Sense Motive +31, Use Magic Device +36

Gear *+1 wounding dagger*, *+2 adhesive, glimmered school uniform,* smart phone

Ecology
Environment any
Organization solitary or mated, same-gender pair
Treasure standard (in lair)

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Special Abilities

Big Eater (SU)

When the Lolivore/Shotavore uses its swallow whole ability, its prey is trapped in an other-dimensional netherworld that is both simultaneously part of and apart from the Lolivore's body. The swallowed creature cannot use any dimensional movement to leave this dimension, and must cut their way free of the intestinal reality they find themselves in.

The Lolivore/Shotavore's swallow whole ability can affect a creature of any size, and her bite inflicts Pleasure damage. If a victim is slain by her swallow whole ability, the Lolivore/Shotavore regains HP equal to the victim's Hit Dice plus their CHA score.

The Lolivore/Shotavore's bite attack ignores the Hardness and non-magical Damage Reduction of objects, including wielded weapons if used to make a *sunder* attempt.

Consumption Fetish (SU)

If engaged in a kiss or sexual act with the Lolivore/Shotavore, when making attack rolls and CMB checks to initiate a grapple with her bite attack, the Lolivore/Shotavore make a Perform (sexual) check rather than a conventional attack roll or CMB check. If his or her Perform (sexual) beats the target's AC, the amount of points by which the creature beat the AC is applied as bonus pleasure damage with the bite.

Pedophiliac Allure (EX)

The Lolivore/Shotavore can make Bluff checks to adjust the attitude of creatures in the Young age category or younger, and of its preferred gender, as a move equivalent action. If the Lolivore/Shotavore can adjust the target's attitude to Helpful, it can compel a sexual act with itself, regardless of the young target's normal sexual mores or morality.

Nature

Lolivores and Shotavores represent boys and girls of the same predatory species. The race resemble human children, and have a child's curiosity, mindless enthusiasm and sense of fun, coupled with an immortal fey's cruelty and decadence. These fey are obsessed with the sheer pleasure of feeding- like ***Connoisseurs of Woman Flesh***, who they much resemble, they delight in cannibalism, but unlike the *Connoisseurs* they care nothing for attractive presentation or skillful cooking technique. Instead, Loli- and Shotavores relish the sensation of prey sliding, still struggling down their endless, immortal gullets and dissolving in the pleasurable acids of their little (but always hungry) bellies.

These creatures do not quite realize that humans die, or that humans fear death, but to be honest, if they did, they probably wouldn't care. They believe that all human children secretly want to die in their bellies and nourish them, but reserve this 'blessing' for only the best behaved, brightest and most personable kids. Lolivore and Shotavore only feed on children of the same gender as themselves: Lolivores feed on preteen girls, Shotavores prefer the taste of preteen boys.

The creatures appear as small, eerily precocious human children with purple or pinkish-violet hair worn in long but simply elegant styles whatever their gender. They have weird ears like black batwings. Both genders of the species wear ebony and violet school uniforms- Lolivores accessorize with striped stockings, while Shotavores prefer striped neck ties.

Both genders carry a very small, very sharp straight razor which they can wield with shocking speed. When they bite, the last thing their victims ever see is a gaping, star-filled maw stretching between their pink-purple lips, the darkness growing ever larger. When afraid or truly angry, Loli- and Shotavores can vomit up a sickening black stream of ichor and half digested hair and tiny body parts. They will often vomit even if not in combat, purging so they can binge once again on human flesh.

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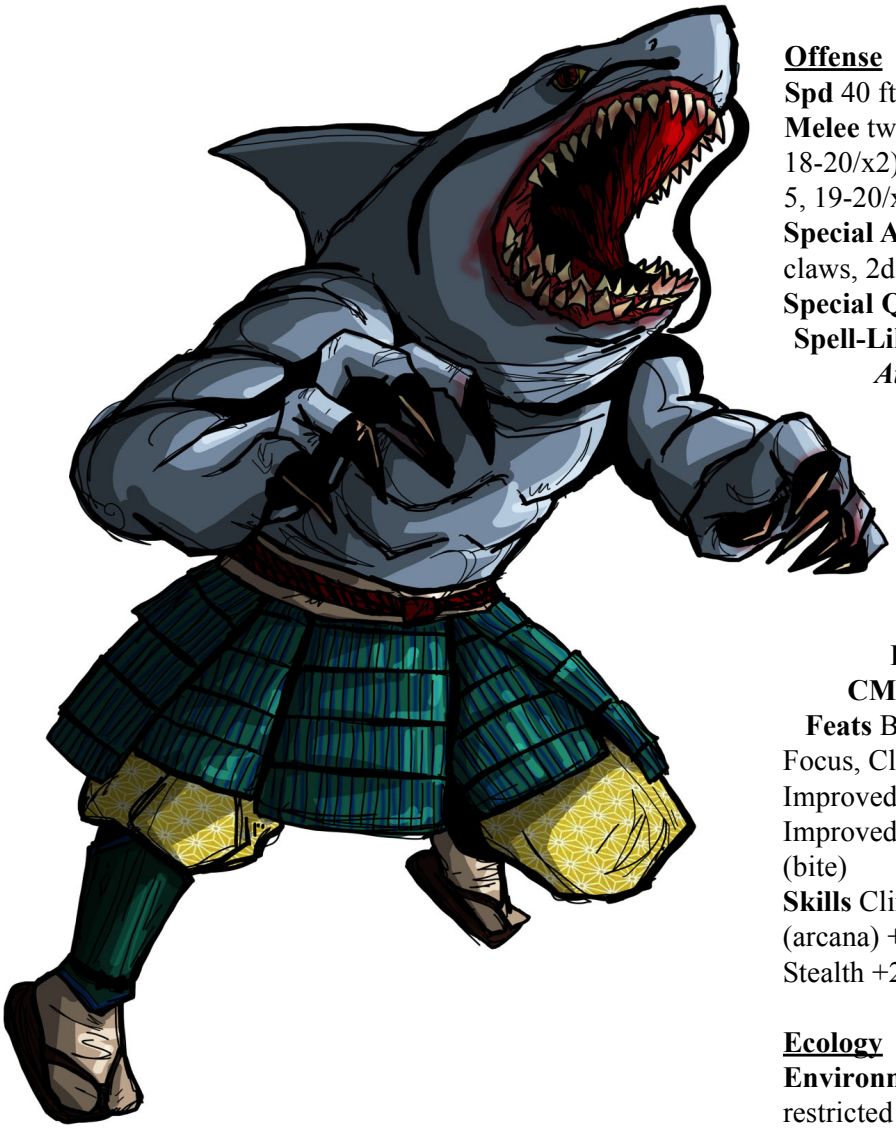

LORD SHARKSKIN - CR 14

Large CE Outsider (aquatic, evil)
XP 38,400
Init +3 **Senses** Blood Sense, Darkvision 90 ft, scent, Perception +24
Languages Aquan, Draconic, Japanese, Vietnamese

Defense
AC 22 **Touch** 12 **Flatfooted** 19 (-1 size, +3 DEX, +10 natural)
HP 19d10 + 76 hp (181 HP)
Damage Reduction 15/epic and good
Regeneration 5 (fire, good)
FORT +15 **REF** +14 **WILL** +10
Resist Acid 30, Cold 15

Offense
Spd 40 ft
Melee two +25 claws (2d8+7 slashing plus Bleed 5, 18-20/x2) plus +26 bite (2d12+7 slashing plus Bleed 5, 19-20/x6)
Special Attacks blood rage, ferocity, rend (two claws, 2d8+7 slashing plus Bleed 5)
Special Qualities amphibious
Spell-Like Abilities (CL 19th Concentration +23)
At Will – Alter Self (to a Medium human male only)
- quickened Bleed (W-DC 13)
- Hemetic Katana

Statistics
Str 24 **Dex** 16 **Con** 18 **Int** 12 **Wis** 19 **Cha** 13
Base Atk +19 **CMB** +27/+29 bull rush
CMD 32
Feats Bleeding Critical, Bull Rush Strike, Critical Focus, Cleave, Great Cleave, Greater Sunder, Improved Bull Rush, Improved Critical (bite), Improved Sunder, Power Attack, Weapon Focus (bite)
Skills Climb +29 Intimidate +23, Knowledge (arcana) +23, Perception +27, Profession (chef) +27, Stealth +24, Swim +29

Ecology
Environment any land or aquatic (possibly restricted to the *Bethany Bliss* restaurant grounds in Tokyo)
Organization solitary or accompanied by minions (including 1-3 Connoisseurs of Woman Flesh, Eto the Ironpot Oni, and/or 4-8 Skinless Yakuza)
Treasure standard

Special Abilities
Blood Sense (SU)
Lord Sharkskin can automatically pinpoint creatures who are Bleeding, female creatures that are currently menstruating, or any creature that has used blood-based powers or magic within the previous hour. He perceives these creatures as if he possessed Blindsense with a 100 ft radius; this increases to 1 mile when fully submerged.

Lord Sharkskin automatically confirms critical hits against creatures he can perceive via his Blood Sense.

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Drowning in Blood (SU)
If Lord Sharkskin chooses to forego the additional damage from a confirmed critical hit with his bite attack, he can rupture the victim's lungs and crush their chest.
The target begins to drown. The victim cannot make FORT Saves to resist drowning, and can only be aided by a DC 22 Heal check or 5th level or greater magical healing effects.

Drowning in Blood does not affect creatures immune to drowning, those who do not breathe, and those without human-like blood.

Sharkskin (EX)
Lord Sharkskin's slate grey hide is rough and serrated. Anyone striking Lord Sharkskin with a melee weapon or unarmed strike suffers 1d6 points of slashing damage.

Sharktooth Critical (SU)
Lord Sharkskin's bite has a lethal x6 critical hit multiplier. If Lord Sharkskin confirms a critical with his bite, he may choose to inflict Drowning in Blood on the target instead.

Nature
Lord Sharkskin is a sadistic oni lord bound to the confines of a dark cannibal restaurant somewhere in Akihabara, and to a frigid fortress somewhere within the Tatakama. Both places are the same, as if by dream logic; there are hidden passages between the restaurant and the fortress. Lord Sharkskin has been bound for centuries, imprisoned by more powerful and cleverer Akamaze lords. The captive predator rails and rages and hates against his confinement. He takes out his ire on his minions and upon the humans, Kami and Kitsune he butchers and serves at his spectacular restaurant.

Lord Sharkskin maintains the human seeming of a humorless, aging Japanese man in starched chef's whites and an impressive mustache. In this form, he is a petty tyrant. His *soux* chefs rarely last long- he'll scream and rant and yell, and has beaten a particularly recalcitrant worker to death on more than one occasion, even ripping out the throat with his own human teeth. He revels in the pleasurable sensation of assuming his true shape, and in the even more pleasurable sensations of killing.

In his true shape, Lord Sharkskin is a goliath of jagged, toothlike skin. He stands nearly ten foot tall, and is armed with claws like butcher's knives. His teeth are worse- he's killed men and women by annihilating their entire abdomen and torso with a single horrific bite. He often goes nude and disdains mortal weapons and conveniences.

MECHA, CLOUDFIRE - CR 10

Huge N Construct (Battlechanger, Mecha)*
XP 9,600
Init +2 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0
Languages pilot's languages*

Defense
AC 22 **Touch** 10 **Flatfooted** 20 (-2 size, +2 DEX, +12 natural)
HP 13d10 + 40 hp (112 HP)
FORT +4 **REF** +6* **WILL** +4*
Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 40 ft Flight 1,000 ft (average) alt-mode only
Melee +13/+8/+3 slam (2d8+2 bludgeoning, 20/x2)
Reach 15 ft
Ranged +15/+10/+5 Military Plasma Rifle of Distance (2d12 fire, 19-20/x2, 60 ft range increment, semi auto, 12 cell)
or +14/+9/+4 High UV Laser Pistol (2d8 fire, 20/x3, 30 ft range increment, single shot, infinite ammo)
Special Attacks Mini-Missile Flurry (4x/day)
Special Qualities Piloted, No Breath, Starflight, Unhealing

Statistics
Str 15 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*
Base Atk +13* **CMB** +17 **CMD** 19
Feats Ground Walk Mode, Mini-Missile Flurry
Skills Fly +4
Gear 6x spare cells for the Military Plasma Rifle (hip carry)
Cybernetics
Headware – Onboard Computer
Shannix Budget
Damage Reduction (1), Efficient Systems (1), Feat Programming (Ground Walk Mode, Mini-Missile

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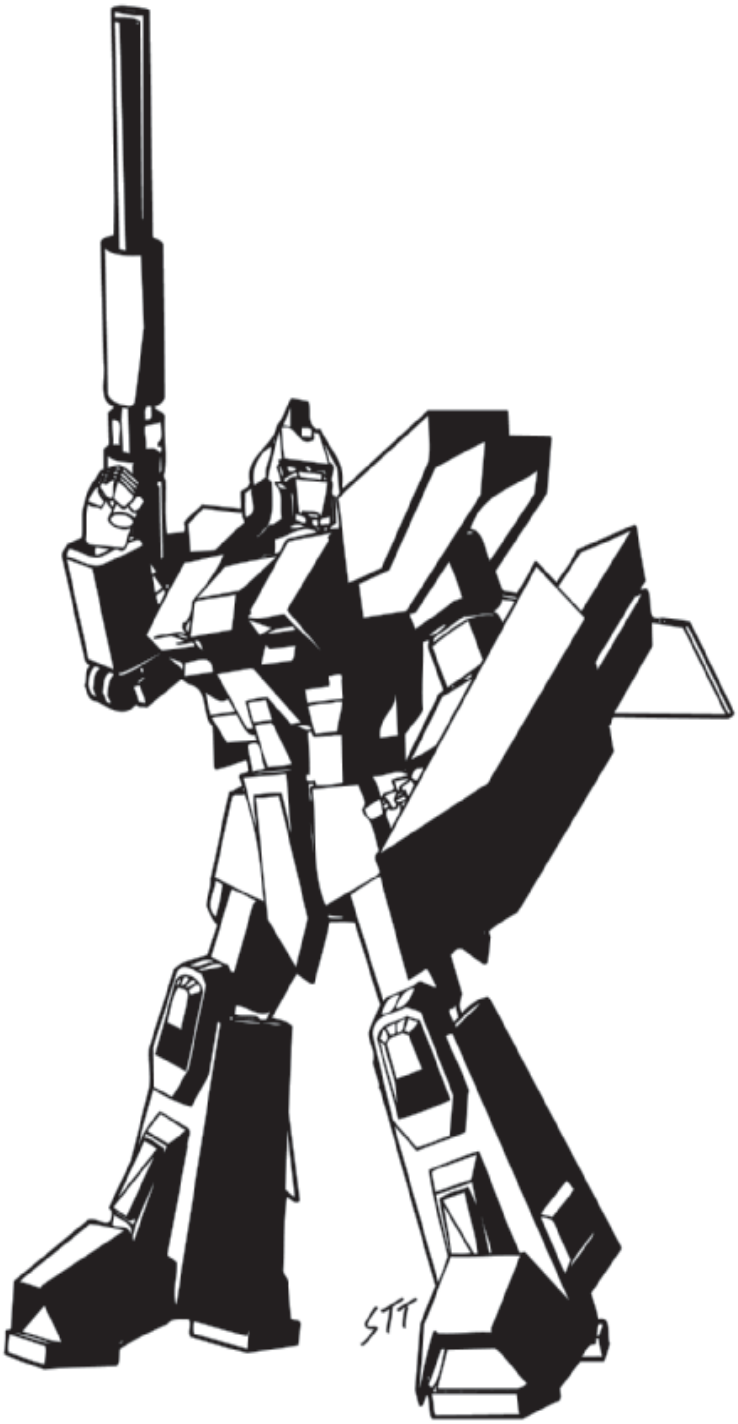

Flurry) (total 4) Special Weapon (+2 *Military Plasma Rifle of Distance*) (3), Special Weapon (*+1 High UV Laser Pistol of Infinite Ammo*) (2)

Ecology
Environment any land or air
Organization serves as a vehicle for a Medium pilot
Treasure none

Special Abilities
Fuelon Reserve (EX)
The Cloudfire has 8 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Ground Walk Mode (EX)
The Cloudfire can assume a hybrid robot/aircraft form. In this form, it can use all vehicle mode weapons, as well as carry and manipulate objects.

Massive Strength (EX)
The Cloudfire's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of its size. Its maximum load is 20,000 lbs.

Mini-Missile Flurry (EX)
As a full-round action, the Cloudfire Mecha can unleash a flurry of mini-missiles against all targets within 500 ft who do not have total cover. The Cloudfire may target up to 6 individual opponents, inflicting 10d8 damage, half of which is ballistic, half of which is fire. Targets may attempt a DC 18 REF Save for half damage. The Cloudmaster can use a mini-missile flurry four times per day.

Alt-Mode
The Cloudfire's alt-mode is a futuristic warplane, extensively modified from the F-15 design legacy. Fast, sleek and powerful, the Cloudfire's purpose as a finely tuned instrument of war is clear. External weapons and armor, as well as drop off fuel pods and exo-atmospheric boosters give the Cloudfire even more threatening lines. The Cloudfire Mecha can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Huge Sky Fighter (futuristic warplane)
Armor Class 24
Damage Reduction 5/-
Spd Fly 1,000 ft (average)
Maximum Load 20,000 lbs
The Cloudfire can carry a single passenger, aside from the pilot, in the instructor's seat.

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Nature
The Cloudfire Mecha is a standard by which transformable mil-spec vehicles are judged. Fast and sleek, in its robot configuration, this mecha is a capable giant, dominating the battlefield with heavy firepower and great dexterity. Cloudfire Mecha serve as close-in air support, strafing ground vehicles and infantry with their integral energy weapons, using the mini-missiles slung beside the cockpit either as anti-personnel or anti-armor weapons, depending on the mission.

The Cloudfire's cockpit becomes an armor clad control pod within the robot's chest, as reinforced plating slides into place to protect the bullet proof polymer. The robot has slender, humanoid proportions, with its wings partially retracting into the spinal plating, while the underslung missile pods move to become part of the shoulder plating.

Cloudfire Mecha are painted in squadron colors, often with impressive nose art or tail-fin deco identifying the best pilots and most legendary machines. Most are painted in a smoke grey with golden trim and canopy, for best concealment among the clouds.

Variant Transforming Mecha: Apache Hunter
The Apache Hunter is a helicopter-based iteration of the Cloudfire Mecha, transforming from a robot mode similar to the Cloudfire's into a helicopter gunship. Apache Hunters are usually a matte black with smoked canopy and dark navy trim, tuned for night operations. The mecha's four bladed rotors fold and partially retract, becoming a back-pack like unit. The Apache Hunter is taller and thinner than a Cloudfire Mecha, with more spindly proportions. Unlike the Cloudfire, an Apache Hunter carries only a single ranged weapon, a powerful anti-tank chaingun.

Use the Cloudfire Mecha stat-block with the following changes.

Special Qualities Remove Spaceflight
Ranged
+16/+11/+6 Flaming M-60 Machine Gun (2d8 ballistic + 1d6 fire, 20/x2, 100 ft range increment, full auto, infinite ammo)
Shannix Budget
- Replace Damage Reduction (1) with Racer (1)
- Replace both Special Weapons with Special Weapon *(+3 Flaming M-60 Machinegun of Infinite Ammo)* (5)

Feats Add Hover (alt-mode only)

Alt-Mode
The Apache Hunter's alt-mode is a futuristic ground attack helicoptor, resembling a more advanced Apache bristling with missile pods and carrying a single chaingun firing depleted uranium rounds from a gimbaled mount slung beneath the cockpit. The Apache Hunter can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Huge Sky Fighter (ground attack helicopter)
Armor Class 24
Spd Fly 1,250 ft (good)
Maximum Load 20,000 lbs
The Apache Hunter can carry a single passenger, aside from the pilot in the instructor's seat.

MECHA, EXCEL ROBO - CR 8

Huge N Construct (mecha)*
XP 4,800
Init +0 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +12
Languages pilot's languages*

Defense
AC 20 **Touch** 8 **Flatfooted** 20 (-2 size, +22 natural)
HP 10d10+50 hp (105 HP)
Fast Healing 4 (electricity)
FORT +3 **REF** +5* **WILL** +5*
Immune construct immunities, Cold, Fire
Weaknesses Intelligent Pilot

Offense
Spd 50 ft, Flight 30 ft (poor)
Melee +19/+14 slam (2d10+10 bludgeoning, 19-20/x2)
Ranged +8/+3 rocket punch (2d10+10 bludgeoning, 19-20/x2 plus 1d10 fire, 50 ft range increment)
Special Qualities No Breath, Piloted

Statistics
Str 30 **Dex** 10* **Con - Int** 13* **Wis** 14* **Cha** 11*
Base Atk +10* **CMB** +22 **CMD** 32
Feats Cleave, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (slam)

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Skills Fly +2, Intimidate +10, Perception +12

Ecology
Environment any land
Organization piloted or accompanying a larger sentai assault team
Treasure incidental

Special Abilities
Rocket Punch (EX)
The Excel Robo can fire off its massive metallic fists at an enemy. These rocket punches are treated as if they possessed the *returning* magical weapon quality, save that this ability functions even in non-magical or magically deadened areas.

Nature
The Excel Robo is a surprisingly primitive mecha design, built using more occult-tech arcana than actual mechanical engineering principles. The Excel Robo has almost none of the features most modern mecha-pilots take for granted: no fancy sensors, minimal ranged weapons options, no onboard computers worth speaking of and a tiny cockpit that's barely even air conditioned. However, there's something genuinely enjoyable about piloting this durable, simplistic and hardhitting light mecha, and pilots who specialize in the Excel Robo swear by these dumpy little mechs.

Excel Robos are rarely used as frontline military equipment, often found in the hands of private citizens and would-be heroes, or as unusual private security measures for the wealthy and somewhat eccentric. Excel Robos are heavy-set and powerful mechas with a barrel chest and pot-bellied lower torso that looks like an archaic steam boiler more than anything. Excel Robos have outsized mechanical hands fitted with small rocket thrusters and maneuvering jets that allow the Excel Robo to rain punches on targets well beyond the reach of its long, mechanical arms.

Most Excel Robos are painted in metallic, dark colors with helmet accents and rocket fists painted in bright, superheroic metals. Excel Robos have simplistic faces just peeking out from their barrel chest, often resembling a rather cartoonish, full-metal version of a samuari's war mask.

MECHA, GOD GUARDIAN - CR 15

Gargantuan N Construct (mecha)*
XP 51,200
Init +7 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted wifi/radio/televison signals, Perception +11
Languages pilot's languages*

Defense
AC 30 **Touch** 15 **Flatfooted** 26 (-4 size, +3 DEX, +1 dodge, +15 armor, +5 shield)
HP 20d10+60 hp (170HP)
Damage Reduction 10/magic
FORT +6 **REF** +9* **WILL** +7*
Immune construct immunities, Force
Weaknesses Intelligent Pilot

Offense
Spd 90 ft, Flight 60 ft (average)
Melee +27/+22/+17/+12 beam sword (3d10+1 fire, 19-20/x2)
Ranged +21/+16/+11/+6 heavy charge pulse rifle (4d8+2 force, 20/x3, 100 ft range increment, semi auto, 30 cell)
Special Qualities Star Flight

Statistics
Str 28 **Dex** 16* **Con - Int** 10* **Wis** 12* **Cha** *10
Base Atk +20* **CMB** +33 **CMD** 45
Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Improved Shield Bash, Point Blank Shot, Power Attack, Shield Focus, Stand Still, Weapon Focus (beam sword)
Skills Acrobatics +12, Fly +14, Perception +11
Gear +1 tactical shield, +1 beam sword, +2 heavy charge pulse rifle and 6x spare cells (hip carry)

Ecology
Environment any
Organization serves as a vehicle for a Medium pilot: solitary, squad (4-7) or accompanying other military Mecha
Treasure standard (including gear)

Special Abilities
Burning Confidence (SU)
Once per day, as an immediate action, the God Guardian can call upon both its own inner reserves of power and its pilot will. The God Guardian is wreathed in golden flames, and its hull becomes a gleaming gold for the duration of the effect.

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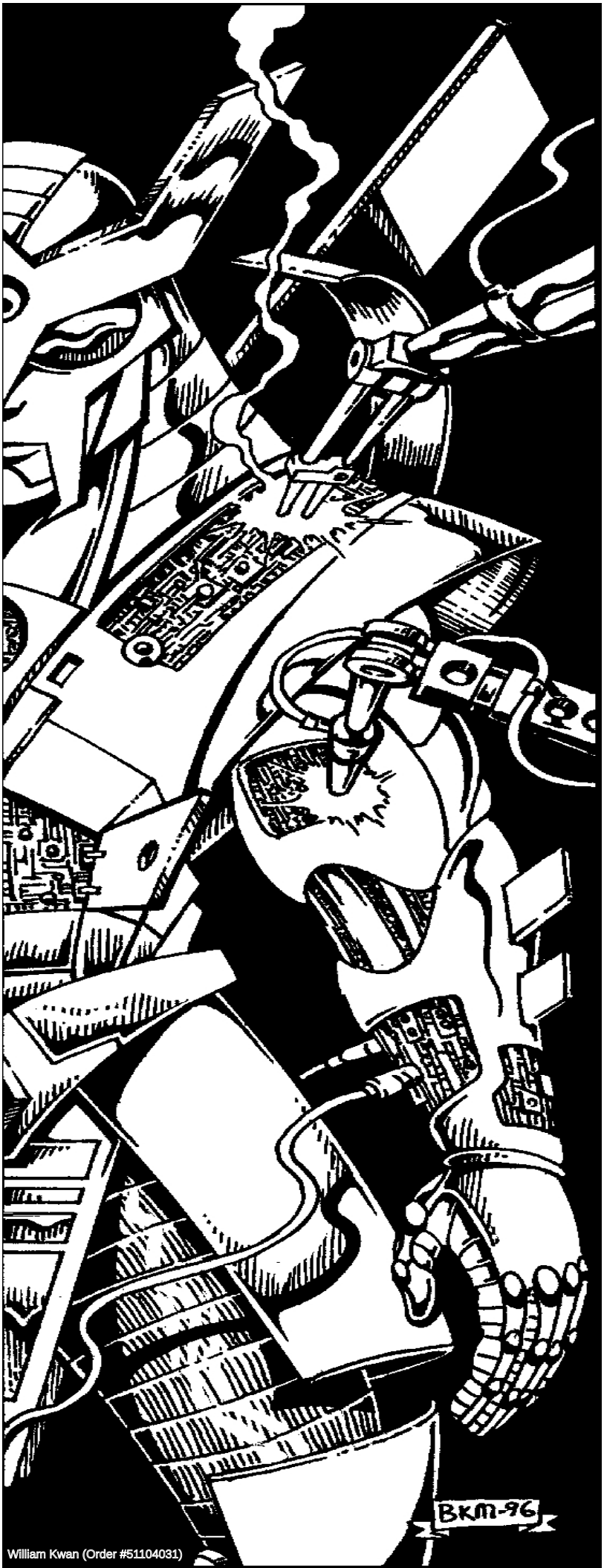


While filled with Burning Confidence, the God Guardian becomes immune to Electricity and Fire, and gains a +4 morale bonus to AC as well as a +4 morale bonus on all attack and damage rolls. The pilot (and thus the God Guardian) is immune to fear effects during this time. The Burning Confidence state lasts for 1d4+1 rounds.

Heavy Charge Pulse Rifle (EX)
The God Guardian can reroll any 1s on the damage dice with its ranged attack.

Massive Strength (EX)
The God Guardian's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of its size. Its maximum load is 480,000 lbs.

Nature
God Guardian mecha are fast, powerful steel and polymer giants- the future's ultimate military weapon. Only the best are ever allowed to pilot a God Guardian, and those that prove worthy of the mecha can call upon reserves of heroism they never possessed, backed up by all the raw power at the disposal of a fusion powered 63 ft, 150 ton combat mecha.

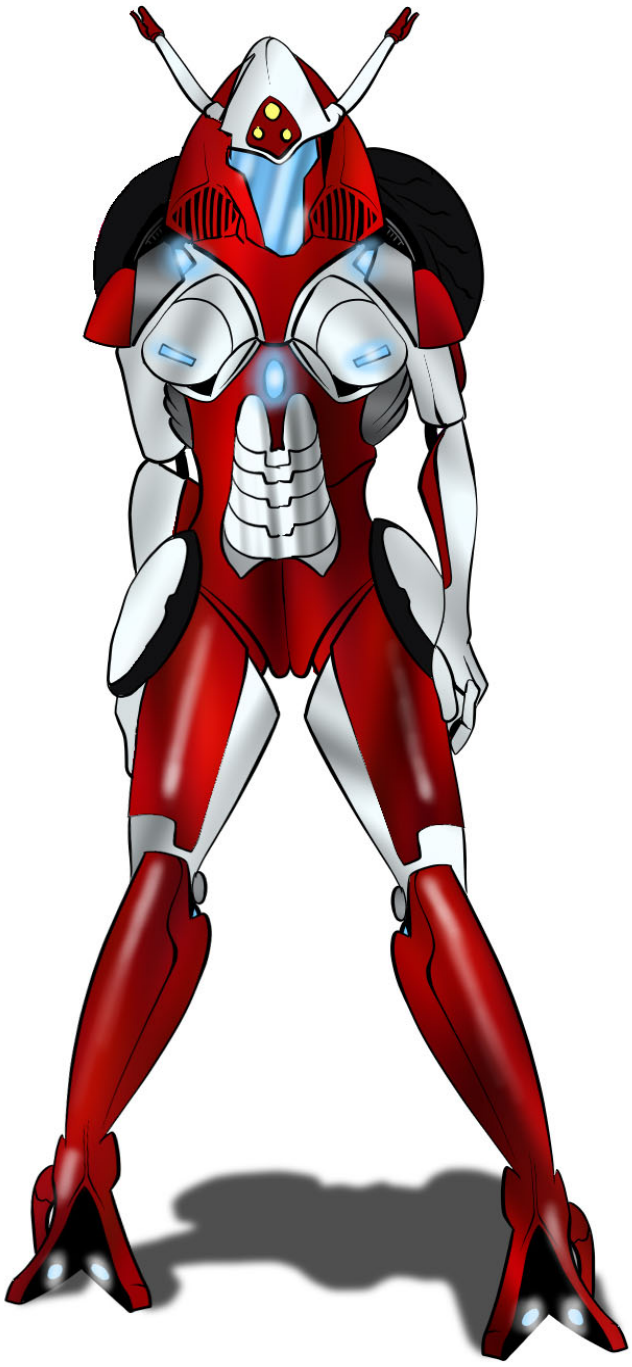
The God Guardian is a goliath armored figure with a nearly indestructible hull in red, white, sky blue and gold. Mass production suits can be fairly plain, but aces often customize their personal mecha with bright and elaborate paintjobs, ornate, angular pauldrons, shoulder and mask crests. The robot's face plate is usually semi-humanoid, crowned by a samurai-like helmet. God Guardian mecha carry an energy sword and a giant-scale pulse rifle. The defensive shield the robot carries is larger than most private homes.

The Japan Aerospace Exploration Agency has commissioned several God Guardian mecha, along with a wing of Cloudfires, to protect the crew of their experimental FTL starship, *The Pilgramage Road,* as it explores the enigmatic mega-structure at the galaxy's core. A small handful of similar mecha serve on Earth, with both JAXA and the Japanese Self Defense Forces.

MECHA, ROAD DANCER - CR 4

Medium N Construct (Battlechanger, Mecha)*
XP 1,200
Init +5 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0
Languages pilot's languages*

Defense
AC 17 **Touch** 13 **Flatfooted** 14 (+2 DEX, +1 dodge, +4 natural)
HP 5d10 + 20 hp (38 HP)
FORT +1 **REF** +3* **WILL** +1*



Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 30 ft Flight 120 ft (poor)
Melee +7 slam (1d8+ bludgeoning, 20/x2)
Ranged +8 wrist rocket (2d6+1 fire, 5 ft burst, REF DC 15 half, 20/x2, 100 ft range increment, single shot, 2 internal)
Or +8 Military SMG of Infinite Ammo(2d6+1 ballistic, 20/x3, 50 ft range increment, full auto, infinite ammo)
Special Qualities Piloted, No Breath, Unhealing

Statistics
Str 15 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*
Base Atk +5* **CMB** +7 **CMD** 19
Feats Combat Reflexes, Dodge, Hover
Skills Fly +2
Gear 6x spare wrist rockets
Cybernetics
Headware – Onboard Computer
Shannix Budget
Efficient Systems (1), Extra Fuelon x2 (2), Feat Programming (Combat Reflexes, Dodge, Hover) (total 6) Robot Mode Flight (2), Special Weapon (+1 Military SMG of Anfinite Ammo) (2), Special Weapon (+1 wrist rockets) (1)

Ecology
Environment any land
Organization serves as a vehicle for a Medium pilot
Treasure none

Special Abilities
Combat Armor Integration (EX)
When the Road Dancer shifts into alt-mode, its external armor becomes forms the motorcycle component of the alt-mode, while the light mecha undersuit is treated as Grade I Powered Armor worn by the pilot. If the Grade I Powered Armor is removed or destroyed, the Road Dancer cannot return to robot mode. Both the pilot (wearing the Grade I Powered Armor) and the Road Dancer motorcycle must be adjacent in order for the mecha to return to its robot mode.
Fuelon Reserve (EX)
The Road Dancer has 10 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

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Massive Strength (EX)
The Road Dancer's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 10 times greater than a humanoid creature of her size. Its maximum load is 2,000 lbs.

Alt-Mode
The Road Dancer converts to both a high-speed all terrain motorcycle with bullet-like aerodynamic styling and a suit of light powered armor that protects the pilot. Both armor and motorcycle share a similar curvy aesthetic and military durability. The Road Dancer can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Medium Ground Speedster (military motorcycle)
Armor Class 15
Spd 1,000 ft
Maximum Load 500 lbs
Gains Superspeed Engine usable in alt-mode only

Nature
The Road Dancer armor system is a sleek, ultra-light combat mecha, favored for low intensity urban warfare because of its incredible speed and flexibility. This nimble light mecha is comparatively tiny, only adding a few hundred pounds of armored bulk to the pilot. In its mecha configuration, the Road Dancer has a vaguely feminine silhouette thanks mostly to its hip and thigh armor and the slightly curved exo-armor worn on the breasts.

The Road Dancer's motorcycle tires and suspension system become a set of backpack mounted VTOL fans and vectored thrust system while in robot mode, while the majority of the motorcycle mode components become additional armor for the mecha. The flight system and this exo-armor dramatically increases the robot mode's bulk, but thanks to revolutionary new artificial musculature the armor only increases the pilots speed, reaction time and physical strength.

Road Dancer ultra-light mecha come in a dizzying array of colors and patterns, often bold, eye catching and as colorful as the Tokyo skyline. If the motorcycle and mecha components aren't the same color, they display matching or complementary color schemes.

MECHA-ONI - CR 8

Huge CE Monstrous Humanoid (chaotic, cyborg)
XP 4,800
Init +3 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wireless singals, Perception +15
Languages Japanese, *drunkspeech 100 ft*

Defense
AC 21 **Touch** 7 **Flatfooted** 21 (-2 size, -1 DEX, +6 natural, +8 armor)
HP 10d10 + 40 hp (95 HP)
Damage Reduction 5/-
FORT +11 **REF** +2 **WILL** +9
Immune Cyborg Immunities
Weaknesses Unhealing

Offense
Spd 40 ft
Melee two +14 slams (2d8+6 bludgeoning, 20/x2), +15 construct bane phallic spear (2d6+7 piercing, 19-20/x2, 40 ft reach)
Ranged +7/+2 construct bane hell-cannon (4d6 fire/profane, 20/x3, 50 ft range increment)
Special Qualities Unhealing

Statistics
Str 22 **Dex** 9 **Con** 18 **Int** 7 **Wis** 14 **Cha** 11
Base Atk +10 **CMB** +18 (+20 disarm) **CMD** 27
Feats Cleave, Disarming Strike[B], Great Cleave, Improved Disarm[B], Greater Disarm[B], Improved Initiative, Intimidating Prowess, Power Attack, Phallic Spear Technique[B]
Skills Intimidate +19, Perception +15

Ecology
Environment any urban (most common in Akihabara)
Organization solitary or pair
Treasure standard

Special Abilities
Augmented Cybercock (SU)
The Mecha-Oni can transform its penis into a deadly weapon, as a move action that provokes attacks of opportunity.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance. The phallic spear can grow up to 40 ft. The

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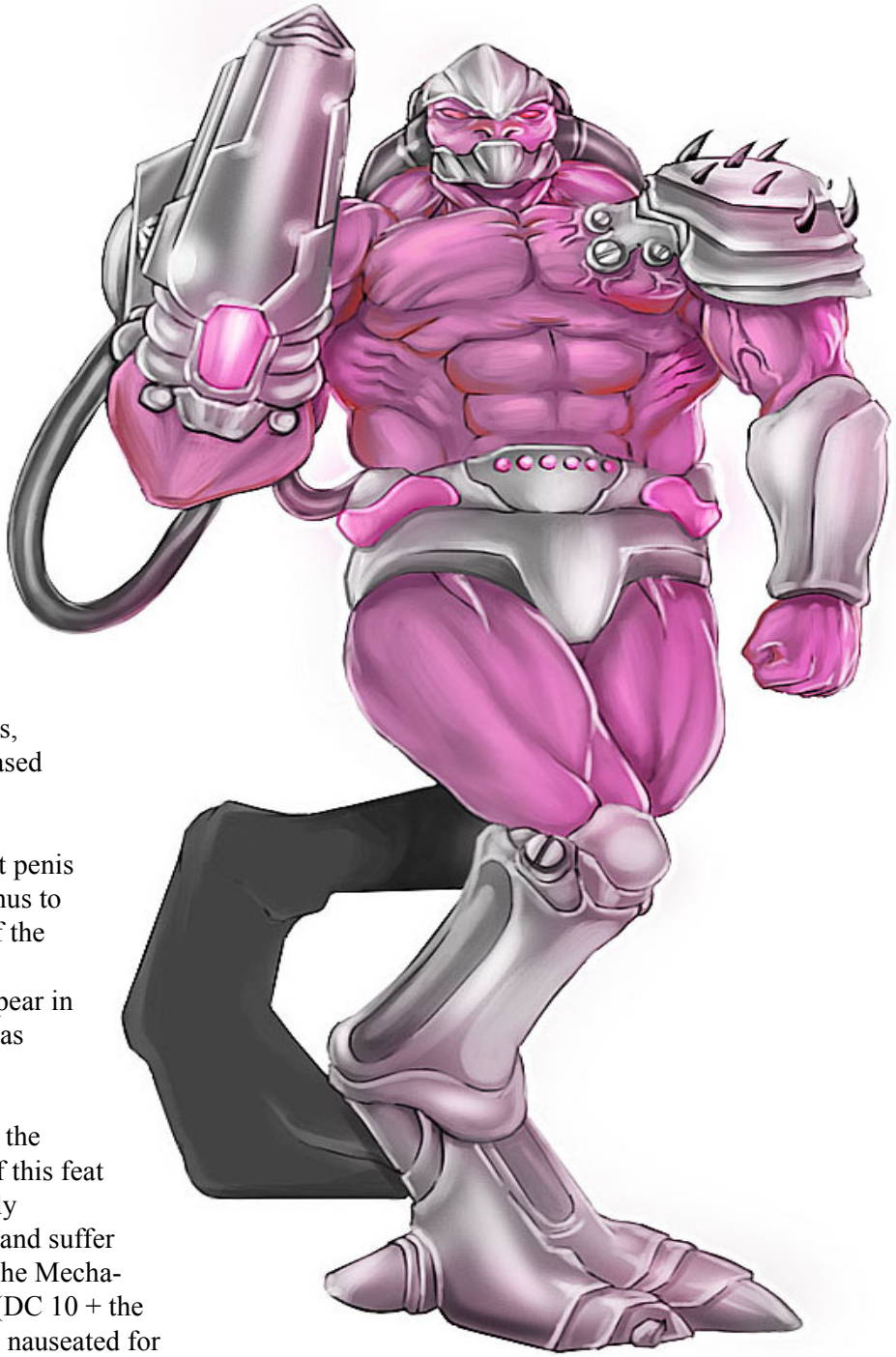
weapon inflicts 2d6 points of damage and threatens a critical on a roll of 19-20. It is considered a magic, chaotic and evil weapon for the purpose of overcoming damage reduction.

The Mecha-Oni's combat penis is augmented with steel pincers, whirring buzz saws and other high-tech torture devices. It is considered a Construct Bane weapon, and also inflicts its bane damage against POETICA, creatures of the cyborg subtype, androids, robots and other technology based creatures.

This flexible, muscular combat penis grants the Mecha-Oni a +2 bonus to CMB checks. Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 1 and 17 HP.

If the Phallic Spear is severed, the Mecha-Oni loses the benefit of this feat for 48 hours, until his magically enhanced phallus regenerates, and suffer severe shock and blood loss. The Mecha-Oni must make a FORT save (DC 10 + the amount of damage dealt) or be nauseated for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until receive any amount of magical healing or receive a DC 15 Heal check.



Construct Bane (SU)
The Mecha-Oni's phallic spear and its hell-cannon are considered construct bane weapons, also inflicting their bane damage against POETICA, creatures of the cyborg subtype, androids, robots, and other technology based creatures.

Drunkspeech (SU)
The Mecha-Oni can communicate with any creature that has a language, as if by telepathy, provided that creature is drunk, intoxicated or affected by drugs of some kind.

Hell-Cannon (SU)
The Mecha-Oni's cannon unleashes a churning sphere of dark energy. Half the damage inflicted is fire, and half is profane, not subject to energy resistance or immunity.

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Nature
Hulking and dimwitted Mecha-Oni guard the doors at ***Californium 252*** and work the door at ***Rape Pure Fight*** bouts. They are Hell's perfect bouncers, and many Amakaze lords are accompanied everywhere by one of these taciturn bodyguards. Mecha-Oni are culled from the Tatakama's dark warriors- human, oni and orc *ji-samurai* who display courage, brutality and obedience are cybernetically and mystically augmented, transformed into a new kind of monster.

Mecha-Oni are vermillion skinned giants with snarling faces. Their musculature is swollen and twisted as a result of their painful creation process, and their veins pulse hot with occult steroids. Their limbs and torso are sheathed in dull silver cyber-armor. Mecha-Oni speak so rarely that many assume they are mute.

MOE COLLECTOR - CR 5

Medium CN Outsider
XP 1,600
Init +1 **Senses** Lowlight vision, Darkvision 60 ft, Perception +10

Languages Abyssal, *truespeech*

Defense
AC 18 **Touch** 12 **Flatfooted** 16 (+2 DEX, +6 armor)
HP 6d10+24 hp (57 HP)
FORT +9 **REF** +7 **WILL** +3

Offense
Spd 40 ft
Melee +10/+5 mancatcher (1d2+3 nonlethal bludgeoning + 1d6 nonlethal pleasure, 20/x2)
Ranged two +8 moe bolts (1d6+target's CHA modifier nonlethal pleasure, 20/x2)
Spell-Like Abilities (CL 10th Concentration +11)
At Will – Charm Person (W-DC 12)
- Hypnotism (W-DC 12)
- Sleep (W-DC 12)

Statistics
Str 16 **Dex** 14 **Con** 18
Int 12 **Wis** 12 **Cha** 8

Base Atk +6 **CMB** +9 (+11 grapple) **CMD** 21
Feats Dodge, Improved Grapple, Power Attack
Skills Acrobatics +11, Climb +12, Intimidate +8, Knowledge (arcana) +10, Knowledge (pop culture) +15, Perception +10, Sense Motive +10
Gear *+1 merciful, pleasuring mancatcher (medium),* mwk. do-maru, huge collection of idol, catgirl and maid café memorabilia

Ecology
Environment any (native to the Black Else)
Organization usually solitary or accompanied by 1d4 *charmed* Everysummer Idol, Little Witch or Free Neko minions or similar prisoners
Treasure double or triple standard (including gear)

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Special Abilities

Cutie Collector (SU)
Targets of the Moe Collector's spell-like abilities suffer a penalty on their WILL saving throw equal to their CHA modifier. Targets with a CHA penalty do not receive a bonus on their saving throws.

Creatures with the Super Kawaii feat do not receive a luck bonus to AC against melee attacks made by the Moe Collector.

Moe Bolts (SU)
The Moe Collector's heart-shaped pink and purple energy blasts inflict an additional amount of non-lethal pleasure damage equal to the target's CHA modifier on a successful hit.

Nature
The Moe Collector loves beautiful girls to a dangerous degree. He's a slaver, a kidnapper who preys on the absolutely adorable. Moe Collectors haunt idol studios, maid cafes and Neko communities, or might steal beautiful slaves from the hands of mortal owners or manufacturers. Top tier artificial girl companies like ***Neko Dream Ultimate*** and the ***New Day Girl Factory*** have lost entire shipments of 'pretty product' to especially clever and daring Moe Collectors.

Moe Collectors owe no loyalty to any of the Black Else's demon lords, nor do they obey the voice of Amakaze in the mortal realm. They are loyal only to their ideal: capture vivacious, cute girls in a variety of species and fashions, building a diverse collection of pretty prizes. Moe Collectors know the pathways between realms, and most maintain enormous harems of captive girls in some dark corner of the Black Else. Their harems are trapped by the Black Else itself- their prison is a luxuriously appointed suite in the midst of a freezing, lightless hellscape. The ultimate gilded cage. A Moe Collector's lair is overstuffed with moe memorabilia in addition to its captive harem, everything from delicate *shunga* prints of young noblewomen to cast off porcelain statues and AKB48 concert posters.

Moe Collectors are demonic samurai whose armor has the bright, plasticine sheen of a tokasatsu villain. They are heroically proportioned and powerfully built, but are as comedic as they are threatening-showy and colorful and visually arrogant. Moe Collectors wield strange weapons that look like props but which glow with lurid, neon-pink energies and chaotic flames. They fight with complete non-lethality, but not out of any sense of mercy or decency. Their goal is to kidnap beautiful women for a lifetime of service. Moe Collectors might occasionally work as a slaver for another powerful faction, from the Amakaze itself to the procurers at the ***Bethany Bliss*** restaurant. They always work one caveat into their contract, however: they always get to take the most beautiful victim for their private collection, no questions asked.

MORTAL SEX CRIMINAL - CR 1

Medium CE Human Expert 3
XP 400
Init +0 **Senses** Perception +6
Languages Japanese
Aura Rapist's Camaraderie (30 ft, receive a +1 bonus on melee attack rolls, grapple checks and unarmed damage rolls against women per creature that has committed rape within the past 24 hours; max +10 bonus)

Defense
AC 10 **Touch** 10 **Flatfooted** 10
HP 3d8 + 3 hp (17 HP)
FORT +2 **REF** +1 **WILL** +4

Offense
Spd 30 ft
Melee +5 dagger (1d6+2 slashing, 19-20/x2)

Statistics
Str 14 **Dex** 11 **Con** 12 **Int** 10 **Wis** 13 **Cha** 11
Base Atk +2 **CMB** +4 (+6* dirty trick) **CMD** 14
Feats Improved Dirty Trick, Rapist's Camaraderie, Run
Skills Bluff +6, Computer Use +6, Disguise +6, Drive +6, Escape Artist +6, Intimidate +6, Perception +7, Stealth +6
Gear mwk. dagger, smartphone, 6x zip ties, duct tape

Ecology
Environment any urban
Organization solitary, pair or gang (1d6+1)
Treasure standard

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Special Abilities

Chikan! (EX)

The Mortal Sex Criminal receives a +1 trait bonus on Dirty Trick combat maneuvers made against any creature he would be sexually attracted to, not just his Favorite Victim.

Favorite Victims (EX)

The Mortal Sex Criminal receives a +4 competence bonus on Stealth and Intimidate checks against a specific type of victim. The Mortal Sex Criminal also inflicts an additional +1d4 points of slashing damage with a successful dagger attack against victims of this type. These are considered morale bonuses. The gamemaster can roll randomly or select an appropriate victim type.

Without Conscience (SU)

The Mortal Sex Criminal does not suffer additional damage from enchanted weapons or specific powers, such as those used by the Eyrines Sisterhood, based upon the number of creatures he has raped.

Nature

Not every predator stalking Black Japan is an *oni*.

Some are mortal- pathetic and hateful men armed with a knife bought from a military surplus shop and a heart full of sexual brutality. The Mortal Sex Criminal is a staggeringly ordinary Japanese man somewhere in his twenties or early thirties. Nothing about him stands out, which is to his advantage when hunting sexual prey.

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Favorite Victims (D10)	
1 – Pre-teen boys or girls (50% chance of either)	6 – Junior idols and teenaged girls in music clubs or karaoke groups
2 – Female, futanari or transfemale prostitutes	7 – Foreign visitors to Japan, particularly Americans (50% chance of preferring male or female victims)
3 – The children of Akaname families or the youngest, weakest students of a magical academy like Clovers (50% chance of boy or girl targets)	8 – The elderly living alone, regardless of gender
4 – Pregnant women and young mothers with children under 3 years old	9 – Young women working in a particular kind of mundane business or young office-ladies
5 – Low ranking male JSDF troops	10 – Adults who recently suffered the death of a spouse, parent or sibling, regardless of gender
Potential for Supernatural Involvement or Complications (D8)	
1 – A growing hatred of Nagasaki's abortion providers and women who've undergone one, an unwitting pawn of the Ubume Empress, victimology is changing	5 – Has heard rumors of the Rape Pure Tournament, and is 'training' in hopes somebody from the Tournament will notice and invite him inside
2 – Embalms his victims, transforming them into toys, and has attracted a *Doll Maker Ooze*, who protects him	6 – There is a portal to the Black Else in the killer's bathroom, and the trophies the killer takes are the only thing keeping it sealed
3 – Something is whispering into the killer's ear, using him to murder the mortal families, former classmates and friends of the JSDF's Assault Witch squadmembers	7 – The killer's tools and rape kit will animate as horrific *Animated Objects* upon his death
4 – The killer is the worthless youngest son of an Amakaze, who protects him out of grudging duty	8 – The killer knows a *torii* to the Tatakama, that he'll use as a bolt hole if the cops get too close

NUE OF DARK WINDS - CR 18

Gargantuan NE Ooze (incorporeal)
XP 153,600
Init +3 **Senses** Blindsight 1,000 ft, *truesight,* Perception +2
Languages Abyssal, Infernal, Japanese
Aura Harbinger of Plagues (5 kilometers, diseases become more virulent)

Defense
AC 23 **Touch** 23 **Flatfooted** 20 (-4 size, +3 DEX, +14 deflection)
HP 28d8+140 hp (266 HP)
FORT +14 **REF** +12 **WILL** +11
Immune ooze immunities, weapon damage (incorporeal)
Weaknesses Sunlight Powerlessness

Offense
Spd Flight 80 ft (average)
Melee +20/+15/+10/+5 windhammer slam (2d6+5 bludgeoning plus energy drain (1 level or 1d3 levels on a critical), 20/x3)
Ranged +20/+15/+10/+5 ebony lightning (4d6 electrical + 2d6 negative energy, 20/x3, 500 ft range increment)
Special Attacks Energy Drain (1 level or 1d3 levels on a critical hit)
Spell-Like Abilities (CL 20th Concentration +33)
Constant – True Seeing
At Will – *quickened* Contagion (W-DC 20)
5x/day – Bestow Curse (W-DC 20)
2x/day – Plane Shift
1x/day – Summon (20th level, 2d4 *corrupted Nue* (B-3), 100%)

Statistics
Str - Dex 17 **Con** 21 **Int** 23 **Wis** 15 **Cha** 18
Base Atk +21 **CMB** +25 **CMD** 39 (incorporeal)
Skills Bluff +32, Intimidate +32, Heal +30, Knowledge (arcana, earth & life sciences, the planes) all at +33, Spellcraft +33

Ecology
Environment sky (above any ruins, forest or urban)
Organization solitary or accompanied by summoned minions
Treasure incidental (including Draught of the Storm's Heart)

Special Abilities
Corrupted Nue (SP)
The Nue of Dark Winds can summon 2d4 *Nue* (Bestiary 3). These Nue are spiritually corrupted and especially foul. Their natural weapons are considered *evil aligned* and magic for the purpose of overcoming damage reduction. An opponent

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damaged by their claw attacks risks contracting Filth Fever (F-DC 18).

Dark Medicine (SU)
Anytime a creature within the Nue of Dark Wind's 5 kilometer aura of sickness attempts a Heal check to treat disease in a patient, the Nue of Dark Winds is aware of it. If the Nue of Dark Winds wishes, it can attempt a Heal check of its own as a full round action.

If the Nue of Dark Wind's Heal check result beats the treating physician's, the physician is treated as having failed the Heal check, and must make a FORT save at the disease's base DC to avoid contracting that disease themselves. However, if the treating physician's Heal check result beats the Nue of Dark Wind's, the Nue or Dark Wind's maximum Hit Point total is permanently reduced by 1d4 points, as the spirit of hopeless and dread that animates the dark cloud is subtly weakened by human medical skill and hope.

Draught of the Storm's Heart (SU)
When a Nue of Dark Winds is destroyed, a small crystal vial appears at the center of the rapidly dissipating storm clouds, and floats gently to earth. Inside is a strange violet fluid; any creature drinking from this vial gains either Surgery or Skill Focus (heal) as a bonus feat.

Harbinger of Plagues (SU)
The Nue of Dark Winds' mere presence can spark potentially civilization threatening epidemics. The Nue of Dark Winds is surrounded by a 5 kilometer aura; all living creatures within this aura suffer a -2 circumstance penalties on FORT Saves made to resist poison or disease. This penalty remains in place until the next sunset, and a Nue of Dark Winds often reappears in the same areas night after night to spread disease.

If the Nue of Dark Winds remains within the same area for more than one night, bacteria and pathogens begin growing out of control, as disease cultures mutate out of control. Each period beyond the first that an area suffers the presence of a Nue of Dark Winds, all diseases increase their FORT Save DC by +1; this effect is cumulative, to a maximum +10 increase to the disease's FORT DC. Colonies of these diseases retain their increased potency for up to 1d4 days after the Nue of Dark Winds leaves the area.

If an area remains contaminated by a Nue of Dark Wind's presence for more than a week, some diseases might become extremely common and

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change their method of infection to contact or ingestion, as disease cultures grow on even surfaces previously thought sterile.

Sunlight Powerlessness (EX)
A Nue of Dark Winds is utterly powerless in bright light or natural sunlight and flees from it. The Nue of Dark Winds caught in such light cannot attack and can take only a single move or standard action. Creatures summoned by the Nue of Dark Winds are dismissed if they are exposed to natural sunlight or bright artificial light. Nue of Dark Winds usually *Plane Shift* to their lairs in the Tatakama when dawn breaks.

Nature
The Nue of Dark Winds appears as a massive storm on the horizon, a turbulent mass of bruise-black storm clouds. The core mass of the Nue of Dark Winds itself is 'only' the size of a football stadium, while summoned, rain heavy clouds serving to camouflage the Nue of Dark Winds stretch across a sector of sky several kilometers in diameter. The Nue of Dark Winds appears only at night, and its presence is accompanied by freezing rain, sleet, snow or sleet. The core clouds of the Nue of Dark Winds are shot with purple lightning, and dark violet glyphs and kanji of sickness and death flash within the low, ominous clouds.

Nue of Dark Winds are keenly intelligent, but their brilliance is cruel and calculating. They are the souls of corrupt physicians, medics who murdered their patients, and scientists who performed cruel experiments upon humans. Only loosed into the Earth Realm by Akashita Wind storms, the Nue of Dark Winds spread misery over the mortal world, but always with some greater scheme in mind. For instance, a Nue of Dark Winds might manifest over an urban hospital where a good-aligned Diet member or Prime Minster is undergoing emergency surgery, willing to potentially murder thousands for a chance to cause the death of their true target. Others prey on sickly children the Amakaze or the Oni Lords fear might one day become great heroes as a result of their divinations.

ONAN SPIRIT - CR 2

Small CN Outsider (incorporeal)
XP 600
Init +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +6
Languages understands Abyssal and Japanese, but cannot speak

Defense
AC 13 **Touch** 13 **Flatfooted** 12 (+1 DEX, +2 deflection)
HP 3d10 hp (17 HP)
FORT +1 **REF** +4 **WILL** +2
Immune weapon damage (incorporeal)

Offense
Spd Flight 30 ft (perfect)
Incorporeal Melee Touch +4 slam (1d3 negative energy plus Stunning Orgasm, W-DC 14 negates)
Spell-Like Abilities (CL 3rd Concentration +5)
At Will – Stunning Orgasm (W-DC 14)
3x/day – Hobbling Orgasm (W-DC 15)
1x/day – Lesser Geas (W-DC 18)

Statistics
Str - Dex 13 **Con** 11 **Int** 7 **Wis** 8 **Cha** 14
Base Atk +3 **CMB + CMD +**
Feats Ability Focus (lesser geas)
Skills Fly +15, Perception +6, Stealth +8, Sense Motive +6

Ecology
Environment any urban
Organization always solitary
Treasure none

Nature
Onan Spirits are lustful extra-dimensional pests, whose predations are more embarrassing than dangerous. However, though Onan Spirits are themselves mostly harmless, their presence is often a harbinger of undiscovered sexual crimes in the area, an *ecchi* beacon that warns those knowledgeable about such things that a place's karma has been stained with rape and atrocity.

Onan Spirits appear as clouds of sparkling, multicolored smoke a few feet in diameter, shifting through the color spectrum slowly and seemingly at random. Crude shapes, like badly drawn animation appears within this colorful fog, and depicts

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caricatured men and women masturbating wildly and in increasingly creative manners.

Onan Spirits often haunt apartment complexes or dorms, though more mischievous Onan Spirits prefer appearing at office towers, grocery stores, subway trains, schools and other public areas to relish the embarrassment they can cause. They flit between targets at their whim, and rarely pester any given victim for more than a day or two, and quickly abandon anyone strongwilled enough to ignore their carnal compulsions. Onan Spirits use their magic to force out orgasms, particularly at times that a cum would be screechingly inappropriate. They use their lesser geas to force creatures to masturbate at least a half dozen times each day (more in the case of women, or especially virile men), and to manually stimulate anyone they can tempt into a sexual encounter. This charm is not strong enough to force a victim of an Onan Spirit to commit rape.

THE ONI HORDES

There is an *oni* for every lustful or hateful thought that has ever passed through a human mind. The Tatakama and Black Else are crowded with endless legions of nightmarish, stunted creatures of diverse forms. More powerful *oni* lords and ladies use their lesser cousins as cannon fodder and catspaws. The Oni Dreg, Oni Harlot and Oni Warrior stat-blocks represent generic minor oni, all of whom can be customized by randomly rolling facial deformities (which grant a minor power to the *oni*) and skin color (which determines the *oni's* immunities). Your players will encounter these hateful wretches often, and might kill hundreds….until one of these *oni* bastards get lucky and end their existence with a lucky spear thrust.

ONI DREGS - CR 1

Small CE Monstrous Humanoid
Barbarian 1
XP 400
Init +1 **Senses** Lowlight vision, Perception +0
Languages Draconic, Japanese

Defense
AC 14 **Touch** 12 **Flatfooted** 13 (+1 size, +1 DEX, +2 armor)
HP 1d12 +2 hp (14 HP)
FORT +4 **REF** +1 **WILL** +0
Immune See Oni-Skin Racial Trait

Offense
Spd 30 ft
Melee +5 nine ring broadsword (1d6+4 slashing, 20/x3)

Statistics
Str 16 **Dex** 13 **Con** 15 **Int** 8 **Wis** 11 **Cha** 10
Base Atk +1 **CMB** +2 **CMD** 13
Feats Power Attack
Skills Stealth +9
Gear mwk nine ring broad sword, leather armor

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Ecology
Environment any
Organization solitary, pair or gang (1d6+2) or accompanying 1-4 Oni Warriors
Treasure standard (including gear)

Special Abilities
Oni's Face (SU)
An Oni's snarling, inhuman face inflicts terror upon human victims. Roll or select one deformity and associated minor power.

Oni-Skin (SU)
An Oni's leathery hide and its distinctive coloration provides the demonic warrior with a unique immunity. Roll or select one coloration and associated immunity.

Rage (EX)
The Oni Dreg can rage for up to 6 rounds per day. While raging an Oni Dreg gains a +4 morale bonus to STR and CON as well as a +2 morale bonus to WILL Saves. He takes a -2 penalty to Armor Class. He receives 2 HP per Hit Dice (14 hp), but these disappear when the rage ends and are not lost first like temporary HP. The Oni Dreg cannot use any CHA DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration.

An Oni Dreg can end his rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

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Changes to The Oni Dreg's Statblock While Raging
AC 12 **Touch** 10 **Flatfooted** 11 (+1 size, +1 DEX, +2 armor, -2 rage effects)
HP 1d12 +4 hp (16 HP)
FORT +6 **REF** +1 **WILL** +2
Melee +7 nine ring broadsword (1d6+5 slashing, 20/x3)
CMB +4 **CMD** 15

Nature
Oni Dregs are child-sized, foul mouthed, undisciplined little monstrosities too chaotic and weak-willed to serve as true Oni Warriors. They are herded before oni armies, beat and whipped into a panic, and let loose on humans unfortunate enough to be in their warpath. Dregs fight as an undisciplined mob; more than one Oni Dreg has died because it dropped its pants and started to fuck a fallen foe, unconcerned that the fallen creature's allies were still very much alive and justifiably vengeance-minded.

ONI HARLOT - CR 3

Medium NE Monstrous Humanoid Rogue 4
XP 800
Init +7 **Senses** Lowlight vision, Perception +0
Languages Draconic, Japanese

Defense
AC 16 **Touch** 13 **Flatfooted** 13 (+3 DEX, +3 armor)
HP 4d8+4 hp (26 HP)
FORT +2 **REF** +7 **WILL** +1
Defensive Abilities Evasion, Trapfinding, Uncanny Dodge
Immune See Oni Skin racial ability

Offense
Spd 30 ft
Melee +6 naginata (1d8+2 piercing, 20/x4)
Ranged +6 shuriken (1d2+2 piercing, 20/x2, 10 ft range increment)
Sneak Attack +2d6

Statistics
Str 15 **Dex** 17 **Con** 13 **Int** 12 **Wis** 11 **Cha** 10
Base Atk +3 **CMB** +5 **CMD** 18
Feats Combat Reflexes, Improved Initiative
Skills Acrobatics +15, Bluff +8, Climb +13, Sense Motive +7, Sleight of Hand +15, Stealth +15
Gear mwk. leather armor, mwk. naginata, 20 shuriken, huge jug of sake

Ecology
Environment any
Organization solitary, pair or accompanying 1d4+1 Oni Dregs or 1d3 Oni Warriors
Treasure standard (including gear)

Special Abilities
Oni's Face (SU)
An Oni's snarling, inhuman face inflicts terror upon human victims. Roll or select one deformity and associated minor power.

Oni-Skin (SU)
An Oni's leathery hide and its distinctive coloration provides the demonic warrior with a unique immunity. Roll or select one coloration and associated immunity.

Surprise Attack (EX)
During the surprise round, opponents are always considered flat-footed to the Oni Harlot, even if they have already acted.

Nature
The Oni Harlots are foul-mouthed and short-tempered. They are the women of the Oni race-horrible and selfish to the core. They consider themselves above the endless legions of Dregs, but are fawning and subservient to Oni Warriors. They are often traded between Oni Warriors like chattel. Like all Oni, the exact form an Oni Harlot takes varies wildly, with different breeds granted different powers by their strange skins and deformed, snarling faces.

ONI WARRIOR - CR 4

Medium LE Monstrous Humanoid Monk (monk of the four winds archetype) 4
XP 1,200
Init +2 **Senses** Lowlight Vision, Perception +1
Languages Draconic, Japanese

Defense
AC 18 **Touch** 13 **Flatfooted** 16 (+2 DEX, +1 class, +5 natural)
HP 4d8 +8 hp (26 HP)
FORT +6 **REF** +6 **WILL** +5 (+7 vs enchantment)
Defensive Abilities Evasion, Still Mind
Immune See Oni-Skin Racial Ability

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Offense
Spd 40 ft
Melee +7 unarmed strike (1d6+3 bludgeoning, 20/x2)
Flurry of Blows +5/+5 unarmed strike (1d6+3 bludgeoning, 20/x2)
Ranged +5 shuriken (1d2+4 piercing, 20/x2, 10 ft range increment)
Special Attacks Elemental Fist (+1d6 energy damage, 4x/day)
Special Qualities Fast Movement, Maneuver Training

Statistics
Str 19 **Dex** 14 **Con** 15 **Int** 8 **Wis** 13 **Cha** 11
Base Atk +3 **CMB** +7 (+9 grapple)
CMD 19
Feats Combat Reflexes, Elemental Fist, Improved Grapple, Power Attack, Scorpion Style
Skills Acrobatics +7, Climb +9, Intimidate +5, Stealth +7, Swim +8
Gear Potion of Bull's Strength, Potion of Cure Moderate Wounds, 20 shuriken

Oni's Face (SU)
An Oni's snarling, inhuman face inflicts terror upon human victims. Roll or select one deformity and associated minor power.

Oni-Skin (SU)
An Oni's leathery hide and its distinctive coloration provides the demonic warrior with a unique immunity. Roll or select one coloration and associated immunity.

Oni's Skin (D12)		
1 Blue skin – cold damage	5 Red skin – fire damage	9 Grey skin – piercing damage
2 Purple skin – bludgeoning damage	6 Green skin – acid damage	10 Tiger striped skin – slashing damage
3 Golden skin- electrical damage	7 Orange skin – pleasure damage	11 Yellow skin – critical hits and precision based damage
4 Black skin – negative energy and death effects	8 Brown skin – spells and effects with the skatto descriptor	12 Roll twice. This Oni has two immunities and skin that changes color down the centerline of it's body
Oni's Face (D12)		
1 Tusks –gains a +7 bite (1d6+4 slashing, 20/x2) as a primary natural attack	5 Third Eye – constant *See Invisibility* (CL 3rd, concentration +4)	9 Kappa's Shell – the Oni gains a +6 natural armor bonus to AC
2 Horns – gains Intimidate +8 and Dazzling Display as a bonus feat	6 Golden Tiger's Eyes – gains Darkvision 90 ft	10 Imperious Mustache – Oni's base attack bonus increases by +2
3 Bulging Testicles – increase Oni 's STR score by +4	7 Long Black Tongue – increase Oni's maximum HP by +20	11 Jawbone is torn or sliced away – can use *Shout (DC 15, CL 8th, concentration +4)* 1x/day
4 Long Nose – increase the Oni's DEX score by +4	8 Head of a Catfish – gains the Amphibious subtype and a 60 ft Swim speed	12 Flayed – the Oni automatically confirms critical hits

Ecology
Environment any
Organization solitary, pair, or gang (1d4+1)
Treasure standard (including gear)

Special Abilities
Elemental Fist (SU)
The Oni Warrior can pick one of the following energy types: acid, cold, electricity or fire. On a successful hit, the attack deals damage normally plus 1d6 points of damage of the chosen type. The Oni Warrior must declare he is using this ability before making the attack roll. The Oni Warrior may attempt up to four Elemental Fist attacks per day.

Nature
Oni Warriors represent the dark hordes of the Tatakama. Supposedly there is an oni for each of mankind's lustful thoughts or sins, and the diversity, virulence and sheer numbers of oni certainly bears that theory out.

Though all Oni Warriors walk upon two legs, they have few other similarities. These proud, boastful *karate-ka* fight in unique styles, each awakening an elemental energy within their powerful fists, and each bearing unique marks of heritage. An Oni Warrior's leathery skin color and the strange deformities it wears on its unfriendly face indicates

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its unique powers. Fighters on the Rape Pure circuit often encounter young Oni Warriors during their climb up the long and brutal ladder towards the championship purse.

SIMILAR CREATURES

The following creatures are built upon the Oni Warrior stat block.

Chained Oni – CR 4

Chained Oni are the criminals, exiles and sinners of their race. Their skins are ritually flayed from them, and they are bound in cruel iron chains, ending in a massive steel prisoner's ball that they can use as a meteor hammer.

Stat Block Changes

- Remove the Chained Oni's Natural Armor Bonus to AC and provide the Chained Oni with Fast Healing 5 (good).
- Increase the Chained Oni's STR score to 22, and remove the Elemental Fist ability.
- Reduce the Chained Oni's land speed to 25 ft; this speed is not further reduced by armor or encumbrance.
- Instead the Chained Oni gains a new weapon: a *+1 flaming meteor hammer*, which is added to the creature's treasure. The Chained Oni can use this weapon in conjunction with its flurry of blows.

Fast Healing 5 (good)
Spd 25 ft
AC 13 **Touch** 13 **Flatfooted** 11 (+2 DEX, +1 class)
Melee +10 meteor hammer (1d8+5 bludgeoning, 20/x2 plus 1d6 fire plus trip) OR +9 unarmed strike (1d6+3 bludgeoning, 20/x2)
Flurry of Blows +7/+7 unarmed strike (1d6+5 bludgeoning, 20/x2) OR +8/+8 meteor hammer (1d8+5 bludgeoning, 20/x2 plus 1d6 fire plus trip)

PETTANKO KITTTEN - CR 3

Medium N Humanoid (Nekomusume) Expert 5
XP 800
Init +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +0
Languages Japanese

Defense

AC 14 **Touch** 12 **Flatfooted** 12 (+2 DEX, +2 armor)
HP 5d8 + 5 hp (28 HP)
FORT +2 **REF** +3 **WILL** +4

Offense

Spd 30 ft
Melee +3 unarmed strike (1d4 nonlethal, 20/x2)
Ranged +5 silver microphone (1d8 sonic, 20/x2, 40 ft range increment)
OR +18 Perform (sing) silver microphone (1d8 sonic, 20/x2, 40 ft range increment)
Spell-Like Abilities (CL 1st **Concentration +5)**
At Will – Light or Dancing Lights
- Speak With Animals (felines only)

Statistics

Str 11 **Dex** 15 **Con** 13 **Int** 10 **Wis** 11 **Cha** 18
Base Atk +3 **CMB** +3 **CMD** 15
Feats Gifts of Ecstasy, Skill Focus (Perform: sing)
Skills Acrobatics +10, Computer Use +8, Knowledge (pop culture) +8, Perform (dance) +12, Perform (sing) +18, Perform (sexual) +15
Gear +1 school uniform, silver microphone, smartphone, Romanesque Headband, a small assortment of consumable magic items, collectively worth 400-500 gp or so

Ecology

Environment any urban (usually found in Tokyo)
Organization solitary or accompanied by 1d4 other Pettanko Kittens or Everysummer Idols
Treasure standard (including gear)

Special Abilities

Nekomini (EX)
The Pettanko Kitten receives a +4 trait bonus on Disguise checks made to pass for human, and does not suffer a penalty on the check for disguising herself as a member of another race.

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Small Breasts Forever! (SU)
The Pettanko Kitten receive a +4 trait bonus on saving throws against spells and spell-like abilities with the *Busty* descriptor.

Nature
Pettanko Kittens are genetically and mentally engineered to be perfect performers, gracious companions for social events, and magnificent lovers. This breed of catgirl is almost fully, deliciously human, with a lithe and childlike body designed for lolicon lust fantasies. She is marked as inhuman only by the nimble ears atop her head, her long tail and golden eyes. She is dressed by her owner in high fashion that accentuates her graceful, slender frame.

Pettanko Kittens are corporate advertising at its best. ***Neko Dream Ultimate*** sponsors an all-Neko idol group, made up of both Pettankos and even full-bred Nekomusume to advertise its living products. ***Pretty Kitties!*** is a mercurial mega-group modeled on more famous idol groups like *Morning Musume* and the *Everysummer Idols*, but not quite as famous, nor as polished. Pettanko Kittens might have a musical career measured in only weeks or months before they are sold off (adopted by a loving master, as the ad brochures say). So the chaotic turnover means that a stable performance group never forms, but the cute, flat-chested kitten performers do their very best anyway.

PHALLIC SWARM - CR 3

Tiny NE Aberration (swarm)
XP 800
Init +3 **Senses** Blindsense 60 ft, Perception +2

Defense
AC 14 **Touch** 14 **Flatfooted** 12 (+2 size, +2 DEX)
HP 4d8 +12 hp (30 HP)
FORT +4 **REF** +3 **WILL** +5
Defensive Abilities swarm traits
Immune mind-affecting abilities

Offense
Spd 20 ft Climb 10 ft
Melee 1d8 pleasure (swarm)
Special Attacks distraction (F-DC 15)
Special Qualities siphon tantras, triggering

Statistics
Str 1 **Dex** 15 **Con** 16 **Int** - **Wis** 14 **Cha** 1
Base Atk +3 **CMB** - **CMD** -

Ecology
Environment any urban or underground (virtually unknown outside the Rape Pure)
Organization solitary, pair of swarms or congress (7 swarms)
Treasure none

Special Abilities
Siphon Tantras (SU)
If the Phallic Swarm reduces any male victim to 0 HP or below with its pleasure damage, it absorbs the semen and tantric energy from the victim's dying orgasm, immediately healing 5 Hit Points if wounded. This cannot take the Phallic Swarm above its normal maximum HP total.

If the slain victim possessed the Tantric Wisdom feat, the Phallic Swarm instead recovers 10 Hit Points and acts as if

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hasted for one round. Those with Tantric Wisdom concentrate their tantas so greatly it has augmented effects on the swarm.

Triggering (SU)
Phallic Swarms are basically the raw concept of rape incarnated, and are especially fearsome enemies to those who have suffered previous sexual abuse. Any creature that has ever been raped or sexually abused is considered *paralyzed* for 1 round if it falls victim to the Phallic Swarm's distraction ability.

Nature
Phallic Swarms are unnatural horrors created by dark, rapacious sorcery. Imagine cat-sized squid made from dozens of male members, melted together by flesh-stitch occultism. Imagine the smell, of sweat and semen, like a gay bathhouse that's never closed, never been cleansed. Such things have no place in the natural nor the unnatural orders of the world.

Phallic Swarms mindlessly obey the orders of their creators, especially if those orders are to violate and murder. They are a favorite amusement of Taru Tsuyoi's and the pitiful, thrusting little horrors often inaugurate a Rape Pure bout. Tsuyoi uses vast swarms of these creatures as means of execution for snitches and the elimination of minor underlings, cowards that refuse to fight or take the kill shot, or women he especially wants to humiliate…as there are few manners of death more horrible, or more humiliating than the ministrations of a Phallic Swarm.

PRETTY SOLDIER - CR 9

Medium NG gyaru Human Magus 10
XP 6,400
Init +3 **Senses** Perception +0
Languages Celestial, English, Japanese

Defense
AC 19 **Touch** 16 **Flatfooted** 16 (+3 DEX, +3 armor, +1 deflection +2 luck)
HP 10d8+10 hp (55 HP)
FORT +8 **REF +7 WILL +7**

Offense
Spd 30 ft
Melee +9/+4 naginata (1d8+1 slashing, 20/x4, 10ft reach)
Ranged +11/+6 heart wand (2d6 force, 19-20/x2, 50 ft range increment, unlimited ammo)
Special Qualities Arcane Pool, Knowledge Pool, Improved Spell Combat, Spell Recall, Spell Strike
Familiar Bakeneko (reskinned familiar)
Arcane Pool 9 points
Possible Enchantments via Arcane Pool dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed or vorpal
Spellcasting (CL 10th Concentration +19)
Zero – dancing lights, daze (W-DC 14), detect magic, flare (F-DC 14), spark (R-DC 14)

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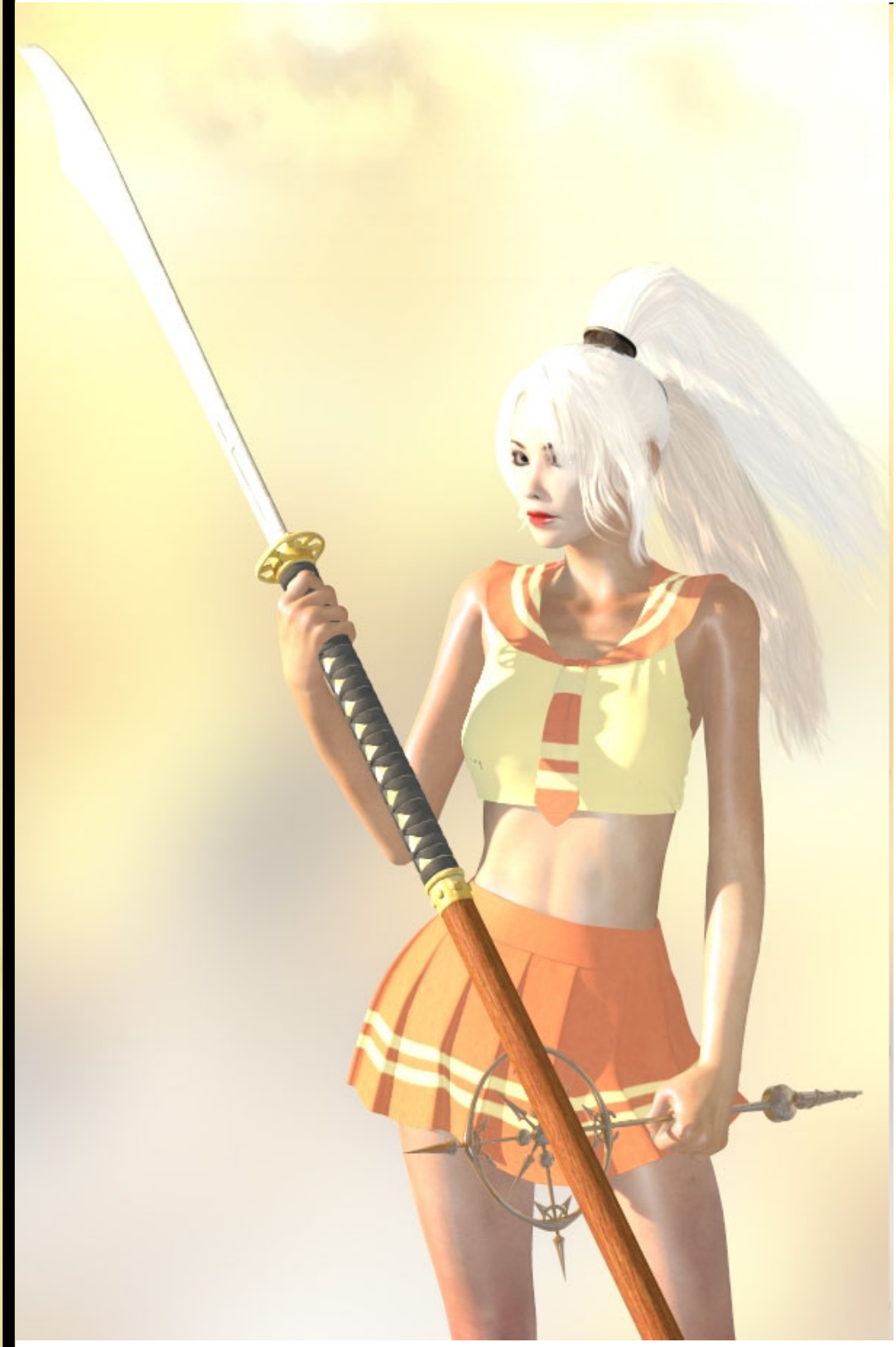

Statistics
Str 11 **Dex** 17
Con 13 **Int** 19
Wis 11 **Cha** 15
Base Atk +7
CMB +10
CMD 20
Feats Agile Maneuvers, Combat Reflexes, Dodge, Super Kawaii, Weapon Focus (heart wand), Weapon Focus (naginata)
Skills Acrobatics +13, Computer Use +9, Diplomacy +12, Heal +5, Knowledge (arcana) +17, Perform (dance) +12, Spellcraft +17, Use Magic Device +15
Gear +1 naginata, +1 heart wand, +2 glammered school uniform, ring of protection +1, wand of cure light wounds (20+2d6 charges), smartphone

Ecology
Environment any urban
Organization solitary, pair or soldier squad (4-6)
Treasure double standard (including gear)

First – color spray (W-DC 15) (*prepared three times)*, jump, magic missile, vanish
Second – blur, cat's grace, scorching ray (*prepared twice)*, schoolgirl's twintails[E]
Third – blink, daylight, shojo burst[E] (*prepared twice)*
Fourth – dimension door (*prepared twice)*

Special Abilities
Arcane Accuracy (SU)
The Pretty Soldier can expend 1 point from her arcane pool as a swift action to grant herself an insight bonus equal to her INT bonus (+4) on all attack rolls until the end of her turn.

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Hasted Assault (SU)
The Pretty Soldier can expend 1 point from her arcane pool as a swift action to move more quickly. This functions as *haste,* but only targets the Pretty Soldier and lasts for 4 rounds.

Gal Circle (SU)
Gyaru are at their best when accompanied by a sister; they form cute little covens called 'gal circles' when needed. A *gyaru* character receives a +1 morale bonus on WILL and REF Saves for every other allied *gyaru* character within 100 ft (maximum +5 bonus).

Unconventional (SU)
Gyaru reject Japanese politeness and fashion in favor of more modern, foreign styles. That really, really tends to piss off the older generation.

Gyaru only succeed on Bluff and Diplomacy checks if they both beat the check DC and roll 17+ when interacting with any Japanese character in the Middle Aged age category or older. Lower rolls are considered a failure.

Nature
The Pretty Soldier is a fashionable and passionate young Japanese girl, chosen by the forces of heaven to protect mortals from a very, very dangerous world. Prior to her induction into a supernatural sorority of like-minded young warriors, she was an ordinary high school or college student, completely unaware of what lurked in Black Japan's shadows. Then one day, she adopted a rather unusual lost cat as a pet, and everything changed. Her strange *bakeneko* familiar is as much mentor as pet, teaching her about magic, the supernatural and the structure of the three Realms. It chose her because she was kind and had the capacity to be courageous, even if she hadn't discovered her courage yet.

Today, the Pretty Soldier is a veteran in the hidden war against evil. She's an attractive Japanese woman in her early 20s, dressed in a sailor's fuku so brilliant and vibrantly colored it may as well been woven from light itself. Her bleached hair, worn in complex buns and twintails, and make up are beyond perfect, even in the heat of battle. She carries a magical wand crested with cut crystal in her birth sign and carries an heirloom naginata once owned by a brave female samurai. She is soft spoken and extremely compassionate to victims sometimes to her detriment. She's let more than one monster escape because she chose to heal and comfort a terrified mortal rather than give chase.

Pretty Armies
Pretty Soldiers often fight in small teams of 4-6 magical girls. Merely by changing out her favored weapons and associated Weapon Focus feats, you can differentiate different Pretty Soldiers. Typically, each Pretty Soldier wields an archaic melee weapon

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and either a magical wand, enchanted shuriken or shortbow as a ranged weapon, though some may carry magical shields instead of a ranged weapon.

Pretty Soldiers rarely use guns or high-tech weapons, though a magical girl associated with the gunslinging ***Eyrines Sisterhood*** might break this unspoken rule. You can swap out a few skill ranks for further customization: Computer Use, Heal and Perform (dance) are purely flavorful skills that can be altered with little effect on the Pretty Soldier's combat prowess. Finally, changing the Pretty Soldier's associated familiar makes her feel unique: Spark Foxes and White Pollen Rabbits make great familiars, and a Child Familiar can represent a chibi kid sister who follows her heroic *sempai* around.

RAPE HOUND - CR 4

Small NE Aberration
XP 1,200
Init +2 **Senses** Darkvision 90 ft, lowlight vision, Scent, Perception +9

Defense
AC 19 **Touch** 13 **Flatfooted** 17 (+1 size, +2 DEX, +6 natural)
HP 5d8 +15 hp (38 HP)
FORT +4 **REF** +3 **WILL** +6

Offense
Spd 40 ft
Melee +10 cat bane phallic spear (1d8+6 piercing, 19-20/x2, 20 ft reach) plus bite (1d6+6 piercing, 20/x2 plus trip)
Special Qualities Cat's Bane, Dog Father

Statistics
Str 22 **Dex** 15 **Con** 16 **Int** 4 **Wis** 14 **Cha** 10
Base Atk +3 **CMB** +8 (+10 trip) **CMD** 20 (26 vs. trip)
Feats Combat Reflexes, Greater Trip, Improved Trip, Phallic Spear Technique[B]
Skills Perception +9, Stealth +9

Ecology
Environment any land
Organization solitary, pair, pack (2d4+1)
Treasure incidental

Special Abilities
Cat's Bane (SU)
The Rape Hound is specially bred to hunt feline creatures. It inflicts bane damage (+2d6) against feline creatures, cat-like monsters such as sphinx, and feline humanoids such as Nekomusume, feline Shippers or Anthros, or similar creatures.

Dog Father (SU)
The Rape Hound can father viable offspring with any humanoid or monstrous humanoid female, as well as dog-like animals and dog-like creatures. Such pregnancies are grueling and dangerous, and often

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produce canid or lupine Anthro offspring in humans, after a short and often fatal pregnancy.

Phallic Spear Technique (SU)
As a move equivalent action that provokes attacks of opportunity, the Rape Hound may transform his penis into a razor edged prehensile tendril, a living spear that can penetrate virtually any defense.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance, with a maximum reach of 20 ft. The phallic spear is considered a magic weapon for the purpose of overcoming damage reduction.

The flexible, muscular combat penis grants him a +2 bonus to CMB checks Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 2, 16 HP.

If the Phallic Spear is severed, the Rape Hound loses the benefit of this feat for 48 hours, until his magically enhanced phallus regenerates, and suffers severe shock and blood loss. He must make a FORT save (DC 10 + the amount of damage dealt) or be *nauseated* for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until the Rape Hound receives any amount of magical healing or a DC 15 Heal check.

Nature
Rape Hounds are specially bred fighting dogs tainted with *oni* blood, custom commissioned for ***Taru Tsuyoi*** at great expense. Such foul, demonic canines prowl Rape Pure events, and occasionally Tsuyoi will loose a small pack of Rape Hounds against a particularly arrogant female fighter- enjoying her screams as the pack wears her down, and the beta dogs hold the bloody victim down while the alpha Rape Hound impregnates her. To be assaulted by a pack of Rape Hounds is Tsuyoi's ultimate insult, one he reserves for the most infuriating women.

More often, such dogs are kept chained, iron links straining against their otherworldly musculatures by the Rape Pure promoters. They serve as security-threatening dogs muted by the surgical severance of their vocal cords.

Rape Hounds resemble enormous pit pulls whose hides have been flayed from them, revealing the twitching musculature beneath. A gnarled, thorny red cock protrudes from a black sheath the color and texture of rancid beef. Rape Hounds quiver with barely controlled energy; they are never still, and their sunken, piss-yellow eyes dart continually, seeking prey.

SEPTIX, PERVERTED FREEGEAR SEWER EXPERT - CR 2

Huge CG Monstrous Humanoid (Battlechanger) Ranger 3
XP 600
Init +1 **Senses** Darkvision 500 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +8
Languages Japanese, Tech-FG, Tech-TY

Defense
AC 21**Touch** 9 **Flatfooted** 20 (-2 size, +12 natural, +1 DEX)
HP 3d10 + 15 hp (36 HP)
FORT +8 **REF** +4 **WILL** +3
Immune Acid, Rust, Suffocation, Vacuum
Weaknesses Cybernetic Security Risk -1

Offense
Spd 40 ft
Reach 15 ft
Melee +5 slam (2d8+4 bludgeoning, 20/x2) or +6 Panty Rippa (2d6+5 slashing, 19-20/x3)
Favored Enemies Aberrations +2
Favored Terrains Urban +2
Special Attacks Trample (2d8+6 bludgeoning, 20/x2, DC 15)
Special Qualities Favored Enemy, Favored Terrain, Freeze (alt-mode) No Breath, Unhealing, Wild Empathy
Spell-Like Abilities (CL 3rd **Concentration +5)**

At Will – Akaname's Lantern (costs 1 Fuelon/usage)

Statistics
Str 18 **Dex** 13 **Con** 21 **Int** 11 **Wis** 14 **Cha** 8
Base Atk +3 **CMB** +9 (+11 bull rush) **CMD** 20
Feats Endurance, Improved Bull Rush, Power Attack, Quick Draw
Skills Climb +10, Computer Use +3, Craft (mechanical) +3, Intimidate +5, Perception +8, Survival +8

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Gear Panty Rippa! (+1 keen, panty thief greataxe)

Ecology
Environment any urban (usually Tokyo or Osaka, Japan)
Organization solitary or accompanied by 1d4 Akaname Experts or Rogues
Treasure standard (including gear)
Cybernetics
Headware – Onboard Computer
Shannix Budget
Damage Reduction (1), Extra Fuelon Reserves (1), Fuelon Regenerator (1), Ram Plates (1), Scent (1), Spell-Like Technology (*Akaname's lantern*) (2), Trample (1)

Special Abilities
Burasera Enthusiast (SU)
Septix can sniff and explore a pair of used panties or other undergarment as a full round action. Doing so allows him to determine the true appearance, race and species of the creature who wore it last. This is considered a 5th level divination effect.

Common Alt-Mode and Disguise Systems (EX)
Septix can project a holographic driver, allowing him to receive a +10 racial bonus on Disguise checks and use his Freeze ability even when moving in alt-mode.

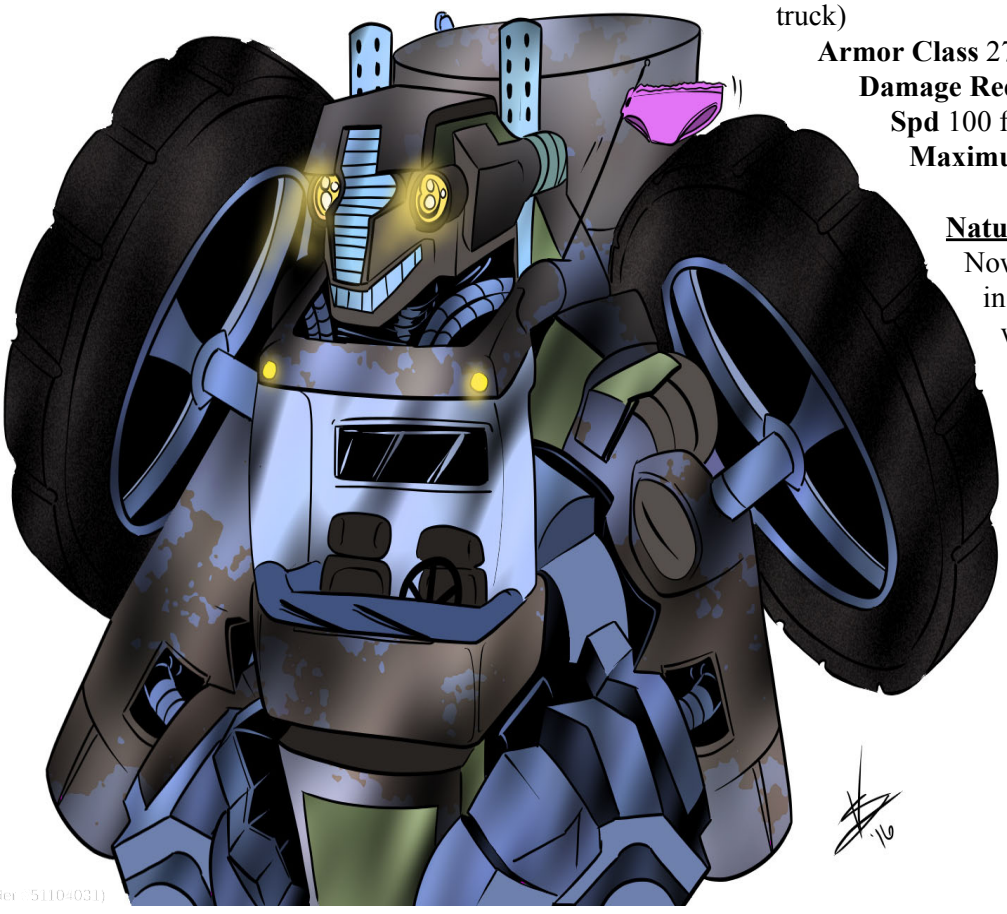
Fuelon Reserve (EX)
Septix has 6 points in his Fuelon reserve. He can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*. Due to his Fuelon Regenerator quality, he recovers Fuelon much more quickly than normal.

Massive Strength (EX)
Septix' pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are 100 times greater than a humanoid creature of his size. His maximum load is 30,000 lbs.

Ram Plates (EX)
Septix takes half damage from falls, collisions and ramming attempts while in alt-mode.

Alt-Mode
Septix transforms into a bulky, rumbling grey and brown multifunction sewage and recycling truck. In this mode, his beloved battle ax "Panty Rippa" becomes the truck's pneumatic lifting system. His cargo capacity is split between a recycling tub with integrated crusher and a wet sewage tank capable of holding hundreds of gallons of liquid waste. Septix can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Huge Ground Worker (recycling truck)
Armor Class 27
Damage Reduction 5/-
Spd 100 ft
Maximum Load 150,000 lbs



Nature
Now that he's on Earth and in Japan, his comrades worry that Septix's neural circuits might have gone glitchy. The formerly by the book, unimaginative maintenance-bot has gone native in the most bizarre manner imaginable. While other ***Freegear*** have adopted one aspect of Terran culture or

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another, only the lumbering Septix has shown an interest in Earth's fetishes. Shortly after reconfiguring himself into a recycling truck alt-mode, the bulky robot fell in with some of Black Japan's unseen and mostly unnoticed Akaname and got turned onto the wonders of human women, specifically their panties and their fragrant biological wastes.

Now, Septix is a die-hard panty fetishist and *skatto* enthusiast. He's even reprogrammed his spell-tech emitters to allow him to see through floors and walls, and allow himself to watch human women defecate in their natural habitat. Despite his often wandering attentions, Septix is still a fairly capable young brawler, and an absolute master of low intensity urban warfare. He is also more streetwise than many Battlechangers operating in Japan, and one of the very few on good terms with Akaname contacts. He's also a good guy, if way too prone to stealing panties out of the drawers of his female human allies.

Septix transforms into a barrel chested robot with rather simian proportions, who stands nearly twenty five feet tall. His blocky, chest-mounted passenger cabin is always smeared with grease, dirt and grime. Septix' metal lips are usually twisted into a wide grin, especially where panties or sewer work are concerned. He's got an infectious, if genuine and misplaced, *joy de vire* and love of his work.

SHIKOME - CR 18

Large CE Outsider (chaotic, demon, fire)
XP 153,600
Init +8 **Senses** See in Darkness, *truesight,* Perception +34
Languages Infernal, Japanese, *truespeech*

Defense
AC 31 **Touch** 13 **Flatfooted** 27 (-1 size, +4 DEX, +18 natural)
HP 25d10+125 hp (263 HP)
Damage Reduction 15 (good and piercing)
FORT +19 **REF** +18 **WILL** +14
Immune Electricity**,** Fire, Poison
Resist Acid 10
Weaknesses Peach Bound

Offense
Spd 40 ft Flight 120 ft (poor)
Melee *four +36 talons* (2d10+11 slashing, 19-20/x3 plus 1d4+1 CHA damage*, WILL DC 25 negates) *and two +36 kicks* (4d10+22 bludgeoning, 20/x2 plus 1d6+1 DEX damage*, FORT DC 25 negates)
Special Qualities Rend (two talons, 2d10+11 slashing)
Spell-Like Abilities (CL 25th Concentration +31)
Constant – Freedom of Movement, True Seeing
1x/day – Plane Shift
- Summon (one Shikome, 25% base*)

Statistics
Str 33 **Dex** 19 **Con** 21 **Int** 12 **Wis** 22 **Cha** 15
Base Atk +25 **CMB** +37 **CMD** 52
Feats Blinding Critical, Combat Reflexes, Cleave, Critical Focus, Critical Mastery, Great Cleave, Exhausting Critical, Greater Grapple, Improved Grapple, Greater Sunder, Improved Critical (talons), Improved Initiative, Improved Sunder, Power Attack, Tiring Critical
Skills Acrobatics +32, Bluff +30, Climb +39, Intimidate +30, Perception +34, Survival +34, Swim +39

Ecology
Environment The Black Else, in Izanami's hellish court
Organization solitary or serving the Ubume Empress
Treasure standard

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Special Abilities

Deforming Talons (SU)
A creature struck by the Shikome's talons suffers 1d4+1 CHA damage if male (or non-female). Females treat this as permanent CHA drain instead. In either case, a DC 25 WILL Save negates this effect.

Each point of CHA damaged or drained restores 5 Hit Points to the Shikome. The Shikome can choose to forgo up to 3 of her talon attacks when making a full attack; each talon attack she forgoes increases the WILL Save DC for this effect by +5.

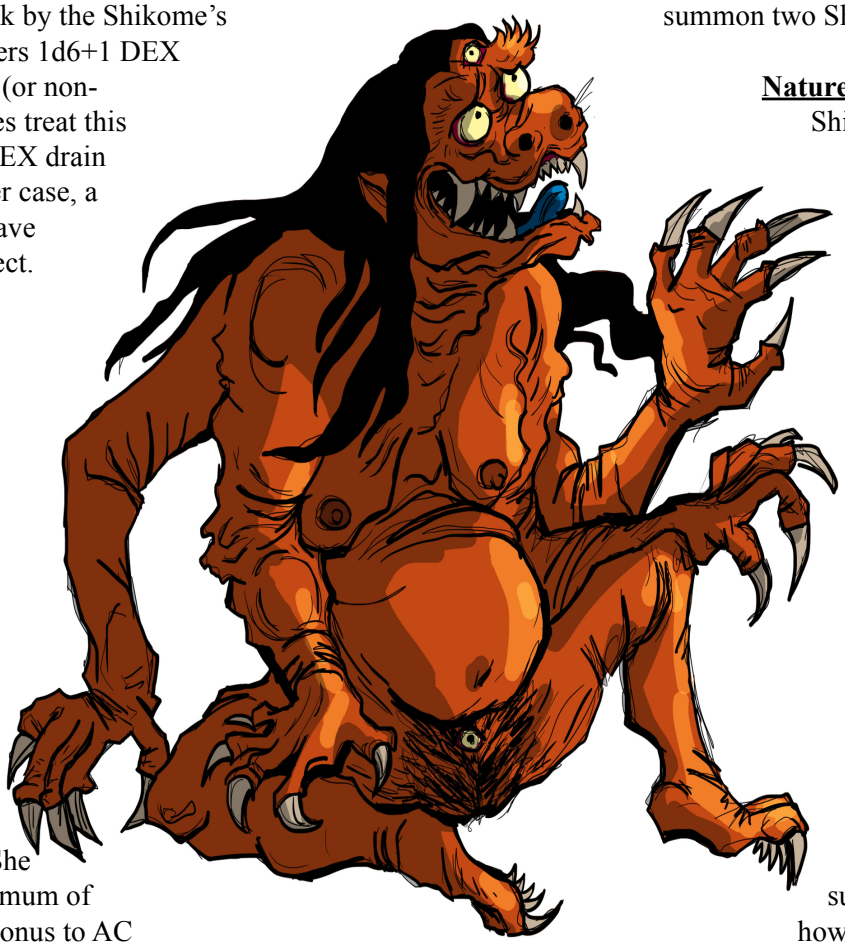
Hobbling Kicks (SU)
A creature struck by the Shikome's kick attack suffers 1d6+1 DEX damage if male (or non-female). Females treat this as permanent DEX drain instead. In either case, a DC 25 FORT Save negates this effect.

Each point of DEX damaged or drains provides the Shikome with a cumulative +1 profane bonus to Armor Class, which lasts until the end of the encounter. She can gain a maximum of a +13 profane bonus to AC in this manner.

Peach Bound (SU)
Peaches are a potent ward against a Shikome's rages. Any weapon anointed with juice freshly squeezed from a peach or rubbed with peach flowers (a standard action) *slows* the Shikome for 1d6 rounds in addition to its normal effects. Once anointed, a weapon retains this property for a single successful strike is made, either against the Shikome or any other target.

Characters with the Peachborn feat always *slow* a Shikome for 1d6 rounds on a successful unarmed strike or successful attack with a natural weapon.

Scarring Summons (SP)
The Shikome's summon ability becomes more efficient after the creature has scarred several victims. Increase the base chance of a successful summoning by +1% for every point of CHA drained or damaged in a particular encounter. If the creature can raise her summoning base chance to 105% or greater, she can summon two Shikome instead of one.



Nature

Shikome are 'the ugly women from Hell' and truly and thoroughly earn that name. These foul, twisted demons are among the Dread Lady Izanami's most trusted servitors. She often loans these fearsome, brawler-*oni* to the Ubume Empress or her catspaw's most trusted mortal servants.

Shikome are not subtle creatures- they howl and rage at such volume their battlecries can easily drown out the noise of the Tokyo night. Shikome favor brutal, mindlessly direct assaults, carried out with animalistic fury. Their victims are usually found hanging gutted from ten different light fixtures, the walls painted in their blood and shit. After killing a particularly challenging victim, Shikome in the Earth Realm like to celebrate with a night of debauchery that can level

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an entire block of back-alley bars. By the time they return to the Black Else with the dawn, every bottle is drained and broken, every wall punched through, every keg up-ended, every woman within a five block radius torn apart at the joints and every man raped to death.

Shikome are hunched auburn ogresses with muscles so swollen even their steel-like bones are bent and contorted beneath the weight. Compared to their two pair of massive arms, their legs seem comically tiny, but still can deliver a kick hard enough to knock a bank vault off its hinges. Shikome have orange-red faces the color of the rising sun and the hard-edged, badly healed features of a lifelong brawler. Their stringy black hair hangs over their snarling faces like a merciful curtain. The creatures never hide their pendulous, flabby breasts nor their thick pubic thatches behind clothes. Shikome have a third eye at the center of their forehead, and a fourth leering just above their stinking pussy.

SKATTO OOZE - CR 3

Medium NE Ooze
XP 800
Init +2 **Senses** Blindsense 60 ft, scent, Perception +0
Aura stench (30 ft, FORT DC 17)

Defense
AC 12 **Touch** 12 **Flatfooted** 10 (+2 DEX)
HP 4d8+20 hp (38 HP)
FORT +6 **REF** +3 **WILL** +1
Immune ooze immunities

Offense
Spd 30 ft Swim 60 ft
Melee two +4 slams (1d6 acid damage plus *vacate bowels* F-DC 11 negates, 20/x2 plus grab)
Special Attacks Grab, Constrict (1d6 acid)

Statistics
Str 13 **Dex** 15 **Con** 20 **Int - Wis** 11 **Cha** 1
Base Atk +3 **CMB** +4 **CMD** 16 (cannot be tripped)
Skills Swim +9

Ecology
Environment any urban or underground
Organization solitary
Treasure none

Special Abilities
Shit Clings Tightly (SU)
Against any target who has been affected by it's *vacate bowels* ability within the previous minute, the Skatto Ooze gains a +4 morale bonus on combat maneuver checks.

Skatto Regeneration (SU)
Shit, piss and vomit spilled in the Skatto Ooze's presence only strengthens the nauseating ooze. If targeted by a spell or effect with the *skatto* descriptor, the Skatto Ooze recovers 1d4 HP per level of the spell. Each time the Skatto Ooze affects a living creature with its *vacate bowels* ability, it recovers 1 HP. Excess HP are gained as temporary HP which are lost after one minute; the Skatto Ooze can not gain more than 150% of its full normal HP total in this manner.

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Nature

Skatto Oozes are mystical byproducts of potent shit sorcery being worked- a breed of karmic pollution given rough life. These things sometimes animate if a shit fetish video is being filmed at the exact wrong moment, when an ***Akashita Wind*** storm surges to full strength, or in the wake of the 'birth' of a new Akaname, or trail in the wake of ***Inari-Kiiroi*** and his obscene schemes.

Skatto Oozes exist only to feed. They batter and bludgeon living victims until they are dead and no more shit exists to be squeezed out of slack bowels. There is a selfishness about Skatto Oozes, a greedy hunger for shit and vomit that gives them the dimmest glimmer of self awareness.

Skatto Oozes are roiling masses of shit, piss, vomit and other vile liquids. However, the foul, semi-viscous layers do not mix, but they float atop one another in unmixed yet fluxing layers. Their stench is incredibly foul and rotten, even to Akaname.

STEEL COLLAR MONK - CR 6

Medium LN or LG Monstrous Humanoid (Half-Construct) Monk (ki mystic archetype) 7
XP 2,400
Init +4 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +4
Languages Celestial, Japanese

Defense

AC 18 **Touch** 14 **Flatfooted** 15 (+2 DEX, +1 dodge, +1 class, +2 armor, +2 natural)
HP 7d8 +7 hp (42 HP)
FORT +6 **REF** +7 **WILL** +9
Immune Half Construct Immunities
Defensive Abilities Evasion, Slow Fall 30 ft
Weaknesses Cybernetic Security Risk -0, Tasteless, Unique Hand Structure

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Offense
Spd 50 ft
Melee +8 unarmed strike (1d8+3 bludgeoning, 20/x2) or +10 nunchaku (1d6+4 bludgeoning, 20/x2)
Flurry of Blows +8/+8/+3 unarmed strike (1d8+ bludgeoning, 20/x2)

Special Attacks Stunning Fist (*fatigue*, F-DC 17), Ki Strike (magic, cold iron, silver)
Special Qualities High Jump, Ki Pool (magic, cold iron, silver, 11 Ki points), Maneuver Training

Statistics
Str 16 **Dex** 15 **Con** 13 **Int** 11 **Wis** 18 **Cha** 13
Base Atk +5 **CMB** +10 (+12 trip) **CMD** 22
Feats Combat Reflexes, Dodge, Extra Ki, Improved Unarmed Strike, Improved Trip, Scorpion Style
Skills Acrobatics +9, Craft (mechanical) +9, Climb +10, Escape Artist +9, Knowledge (history) +7, Profession (blue collar) +15, Sense Motive +9, Stealth +9
Gear +1 nunchaku, buff coat, Akuma Beads, potion of bull's strength, potion of cure serious wounds

Ecology
Environment any urban (industrial neighborhoods throughout Japan)
Organization solitary or pair
Treasure standard (including gear)

Special Abilities
Akuma Beads (SU)
Three times per day, the Steel Collar Monk can activate the wooden prayer beads he wears around his neck to cast *Rage* upon herself with a duration of one minute. During this time, the wearer also becomes immune to Fire and Cold damage.

Ki Mystic (SU)
As long as the Steel Collar Monk has at least 1 point of ki in his Ki Pool, he gains a +2 bonus on all Knowledge skill checks. As a swift action, he can spend 1 ki point immediately before making an ability or skill check to gain a +4 insight bonus on the check.

Massive Strength (EX)
The Steel Collar Monk's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are ten times greater than a humanoid creature of his size. His maximum load is 2,300 lbs.

Mystic Insight (SU)
The Steel Collar Monk is adept at giving just the right word of advice in the nick of time. As an immediate action, he can spend 2 ki points to grant an ally within 30 ft the ability to reroll a single attack roll or saving throw. The ally must be able to hear the Steel Collar Monk to gain the reroll's benefit

Nature
The Steel Collar Monk is a burly free Tetsujin who still works the same mechanic job he did before he got his freedom. The only difference is that sometime during the fifteen years of his indenture, the Steel Collar Monk found his way into one of drifting and mysterious Moonlit Monasteries. There, under the tutelage of ghostly monks from a long forgotten Japan, the young Tetsujin welder learned special *katas* that turned back breaking labor into an unbeatable martial arts style. There, the Tetsujin learned the dignity and sacred nature of honest work, and became a defender of all workers.

When the Tetsujin finally left the ghostly *dojo*, he had new purpose. He protects workers- especially those who labor by night- from those who would exploit or prey on them, whether those predators be mortal capitalists or Amakaze oni.

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The Steel Collar Monk has allowed the paint on his hull to flake away in places, worn down by months and years of hard service. He dresses only in a long leather duster whose pockets are stuffed with tools, and wears old wooden prayer beads around his bullish mechanical throat.

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STEEL IDOL - CR 4

Medium NG or N Monstrous Humanoid (Half Construct) Idol Bard 5
XP 1,200
Init +2 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +2 (auditory Perception -8 when Performer's Headphones activated)
Languages Celestial, English, French, Japanese

Defense
AC 14 **Touch** 12 **Flatfooted** 12 (+2 DEX, +2 armor)
HP 5d8 hp (26 HP)
FORT +1 **REF** +6 **WILL** +6
Immune Half Construct Immunities
Weaknesses Cybernetic Security Risk, Tasteless, Unique Hand Structure

Offense
Spd 30 ft
Melee +2 unarmed strike (1d6-1 non-lethal, 20/x2)
Ranged +4 silver microphone (1d8 sonic, 20/x2, 40 ft range increment, single shot)
OR +19 Perform (sing) silver microphone (1d8 sonic, 20/x2, 40 ft range increment, single shot)

Special Qualities Bardic Knowledge +2, Bardic Performance (W-DC 17 where applicable) (countersong, distraction, fascinate, inspire courage +2, inspire competence +2, versatile performance: Sing for Bluff and Sense Motive, well-versed), Lore Master 1/day)

Spellcasting (CL 5th Concentration +10)
Second Level (3 slots) – Cacophonous Call (W-DC 18), Honeyed Tongue, Schoolgirl's Twintails[E]
First Level (5 slots) – Charm Person (W-DC 17), Expeditious Retreat, Hideous Laughter (W-DC 16), Silent Image (W-DC 16)
Zero Level –Impudent Little Tongue[E], Light, Lullaby (W-DC 16), Message, Tweet, Uncensor[E]

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[E]= *new spell described fully in Enchantments of Black Tokyo*
Spell-Like Abilities (CL 5th Concentration +10)
At Will – Ghost Sound

Statistics
Str 9 **Dex** 15 **Con** 11 **Int** 13 **Wis** 14 **Cha** 21
Base Atk +3 **CMB** +2 **CMD** 14
Feats Skill Focus (perform-sing), Spell Focus (enchantment)
Skills Acrobatics +10, Craft (song writing) +11, Diplomacy +13, Knowledge (popular culture, technology) both +9, Perform (sing) +16, Profession (idol singer) +12, Use Magic Device +13
Gear Silver Microphone, Performer's Headphones +3, Idol's Strawberry x3, Potion of Eagle's Splendor, Potion of Cure Serious Wounds

Ecology
Environment any urban (especially common in Akihabara, Tokyo and Den Den Town, Osaka)
Organization solitary, accompanied by 1-3 human experts of various levels, or accompanying other Idol characters, such as various *Everysummer Idols, Peach Idols*, or in the retinue of *Miidera*, *Blue Shout* or other named Bardic NPCs
Treasure double standard (including gear, usually kept in lair)

Special Abilities
Bardic Performance (SU)
The Steel Idol may use up to 17rounds of bardic performance per day.

Bound by Perception (SU)
The Steel Idol must be seen as friendly, cute and innocent in public. Public displays of affection with a boyfriend or lover, a public melt down or other emotional outburst or loss of calm can all damage her reputation. Serious media scandals or public opinion turning against her imposes a -5 penalty on all CHA based skill checks and limits her purchasing power for 2d4 days after the scandal or incident.

Idol's Hit (EX)
When the Steel Idol makes a Perform (sing) check, treat a result of 1-9 as if she rolled a 10 instead.

Massive Strength (EX)
The Steel Idol's pneumatics and artificial musculature allows her to haul enormous weights, out of proportion to her size. Her lifting, carrying and dragging limits are ten times greater than a humanoid creature of her size. His maximum load is 900 lbs.

Robot Sister (EX)
When any allied robotic or mechanical creature is adjacent to the Steel Idol, that creature receives a +1 shield bonus to Armor Class.

Nature
Despite the fact their artificial bodies are anything but sexy, quite a few Tetsujin have entered Japan's pop idol industry, where their quirky cuteness and perfectly pitched synthesized voices have made them stars. Tetsujin idol singers are popular among otaku, tech-geeks and mecha-philes, and idol mega-groups like the Everysummer Idols often include a few Tetsujin as backing singers to appeal to the tech-head crowd. Kids tend to love Tetsujin singers, so do far more POETICA than the more advanced androids would ever admit.

Tetsujin "Steel Idols" choose a female gender, and often a stereotypically girly persona. They proudly advertise their femininity with bright pink and canary hull accents. Some allow Tokyo's best nail artists to go to work on their big, simplistic fingers, giving their practical manipulators a touch of unexpected beauty. Their synthesized voices are high pitched sugar.

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SMILODON RISK CATGIRL - CR 4

Medium CG Humanoid (Nekomusume) Ranger (guide) 5
XP 1,200
Init +8 **Senses** Darkvision 60 ft, lowlight vision, Perception +11
Languages English, Japanese

Defense
AC Touch Flatfooted (+4 DEX, +2 armor)
HP 5d10+5 hp (37 HP)
FORT +5 **REF** +10 **WILL** +3

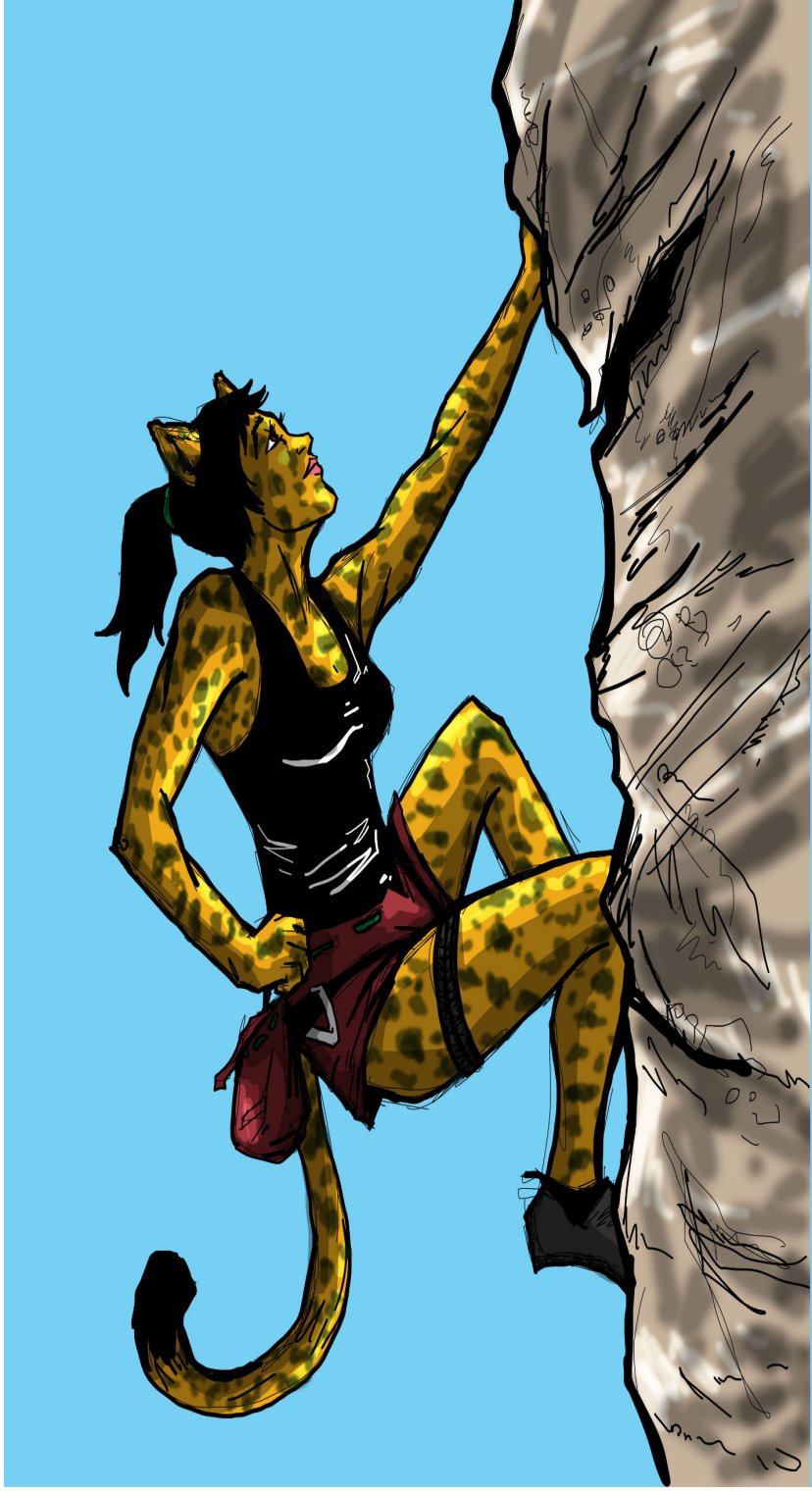
Offense
Spd 30 ft Climb 30 ft
Melee two +6 claws (1d6+1 slashing, 20/x2)
Ranged +7 sawed off shotgun (2d8 ballistic, 20/x2, 10 ft range increment, single shot, 2 internal)
Favored Terrain Mountain +2
Special Qualities Track, Wild Empathy
Spellcasting (CL 1st Concentration +3)
First – endure elements, summon nature's ally I

Statistics
Str 13 **Dex** 19 **Con** 12 **Int** 9 **Wis** 14 **Cha** 16
Base Atk +5 **CMB** +6 **CMD** 20
Feats Athletic, Combat Reflexes, Endurance, Improved Initiative, Lightning Reflexes, Point Blank Shot
Skills Climb +15, Knowledge (geography, nature) both at +5, Perception +11, Stealth +13, Survival +11, Swim +12
Gear sawed off shotgun and 12x spare shells, +1 school uniform, mwk. climbing gear, various cold weather and camo outfits (in duffel), 3-4 days of rations and water, tent, first aid kit, smartphone

Ecology
Environment any land (native to Japan, but exported worldwide and an accomplished traveler)
Organization solitary, or accompanying a human master/mistress or accompanying 1d4+1 weaker Nekomusume NPCs as a protector/*sempai*
Treasure standard (including gear)

Special Abilities
Feline Nimbus (SU)
A Nekomusume's skin glows a soft amber when she is happy or sexually aroused, and at will the glamourous feline can cause her body to glow as if enchanted by a either *light* or *dancing lights* spell as cast by a first level sorcerer.

While the Nekomusume glows, she brings good luck to all other felines in the area. Any feline creature (an animal, magical beast, another Nekomusume or other feline humanoid, including cat-like anthros) within 60 ft of the Nekomusume receives a +1 luck bonus on saving throws, which lasts as long as the Nekomusume chooses to glow. This bonus also applies to the Nekomusume herself.



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Ranger's Focus (EX)
Up to twice per day, the Smilodon Risk Cat-Girl can focus on a single enemy within line of sight as a swift action. That creature remains the Cat-Girl's focus until it is reduced to 0 HP or fewer or surrenders, or until the Cat-Girl designates a new focus, whichever occurs first.

The Smilodon Risk Cat-Girl gains a +4 bonus on attac and damage rolls against the target of her focus.

Terrain Bond (EX)
The Smilodon Risk Cat-Girl can form a bond with the land itself, allowing her to direct others in this terrain. When in her favored terrain, the Cat-Girl grants all allies within line of sight and can hear her a +2 bonus on Perception, Stealth and Survival checks as well as Initiative. Also, so long as they travel with the Cat-Girl, the Cat-Girl's allies leave no trail and cannot be tracked. She can hoose to leave a trail or even allow specific members of the group to leave a trail if so desired.

Nature
When *Smilodon Risk* first started breeding cat-girls in the early 1990s, they popularized their athletic, vivacious Nekomusume as mountain-climbing, triathlon running, extreme sports enthusiasts. Smilodon Risk Cat-Girls are a lot more independent and capable than Nekos produced by Japan's other megacorps, and thanks to Smilodon Risk's corporate philosophy, they are anything but meek and submissive slaves.

You might encounter a Smilodon Risk Cat-Girl anywhere. She might be white water rafting through the Grand Canyon with a canoe full of terrified girl-kittens in toe, exploring some oni-haunted hell in the Tatakama darkness, working as a costumed booth babe at an Akihabara comic-con, or protecting one of Smilodon Risk's many catgirl breeding farms from all the things out there in the night for felinoid flesh. Smilodon Risk Cat-Girls might also be found as the rough-edged yet highly capable protectors of free Neko communities like *Nekoshima* and *Tama,* but even if free, most are on good terms with their former masters and mistresses. Smilodon Risk screens protective buyers carefully and torture-fetishists usually go else where to purchase their feline playthings.

SURGIGHOUL - CR 6

Medium LN Undead
XP 2,400
Init +1 **Senses** Darkvision 120 ft, lowlight vision, scent, Perception +17
Languages English, Japanese, Mandarin

Defense
AC 16 **Touch** 14 **Flatfooted** 15 (+1 DEX, +3 deflection, +2 armor)
HP 9d8+18 hp (59 HP)
FORT +3 **REF** +4 **WILL** +11
Immune undead immunities

Offense
Spd 30 ft
Melee +10/+5 scalpel (1d2+4 slashing, 15-20/x4)
Spell-Like Abilities (CL 9th Concentration +14)
At Will – Bleed (W-DC 15), Stabilize
3x/day – Inflict Serious Wounds (W-DC 18)
1x/day – Animate Dead
- Cure Serious Wounds
- Inflict Light Wounds, Mass (W-DC 20)
- Remove Disease

Statistics
Str 15 **Dex** 13 **Con - Int** 17 **Wis** 21 **Cha** 14
Base Atk +6 **CMB** +8 (+10 disarm) **CMD** 19
Feats Combat Expertise, Improved Disarm, Mastercrafter (potions & drugs), Skill Focus (heal) Skill Focus (stealth), Surgery
Skills Craft (pharmaceutical) +12, Heal +22*, Knowledge (earth & life sciences) +12, Sense Motive +17, Stealth +16, Perception +17, Use Magic Device +14
Gear *locket of protection +3 (as ring of protection), +2 scalpel* (also provides bonus on Heal checks*) mwk. school uniform, mwk. surgical kit, fully equipped operating theater with life-support and anesthesia equipment

Ecology
Environment any urban
Organization always solitary or accompanied by animated dead
Treasure double standard (in lair)

Special Abilities
Medical Excellence (EX)
When making a Heal check to restore Hit Points, the Surgighoul restores an additional Hit Point per point

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she beats the Heal Check DC by, up to the patients normal maximum HP total.

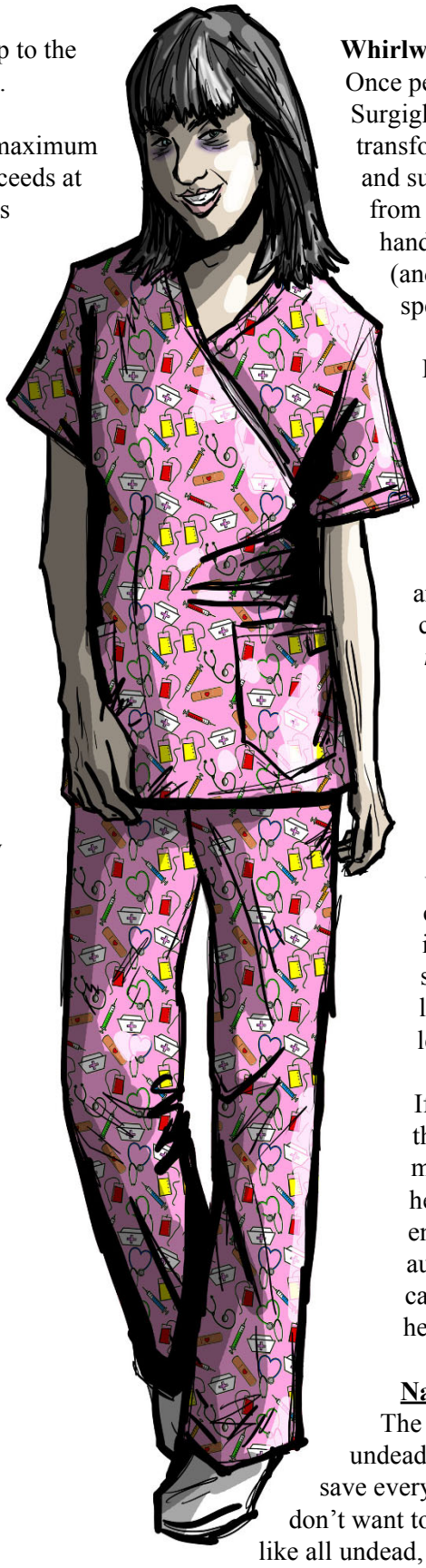
If treating a creature at or near its maximum age category, if the Surgighoul succeeds at a DC 30 Heal check, she extends its maximum age by +2d6 years.

Surgical Grotesqueries (SU)
The Surgighoul is an exceptionally skilled surgeon, but her mandate to preserve life at any cost often turns her unfortunate patients into surgically scarred freaks. When practicing *Whirlwind Medicine*, the Surgighoul can receive a +20 luck bonus on the Heal check, but afflicts the patient with a deformity of the Surgighoul's choosing.

Some of the deformities the Surgighoul can bestow are:

- Permanently reduce any ability score by -6, or any two ability scores by -2 each.
- Permanently blind or deafen the patient, or render the patient mute
- Permanently remove one of the patient's arms or hands
- Permanently reduce the patient's speeds (all movement modes) by half
- Remove the patient's ability to breathe air, granting the aquatic subtype and requiring them to stay submerged

The gamemaster can design other surgical deformities as desired, keeping them roughly as debilitating as a very creative application of the effects of the *bestow curse* spell. Surgical grotesqueries can only be removed by the application of *greater restoration, heal* or similar magic.



Whirlwind Medicine (SU)
Once per day as an immediate action, the Surgighoul can undergo a horrific transformation, with hundreds of agile, and surgically gloved hands erupting from her rib cage. With her myriad hands, she can perform both medicine (and bloody combat!) at incredible speed.

If making a Heal check while practicing whirlwind medicine, the Surgighoul can make the check as a single full round action, regardless of how long the check would normally require. She can perform surgery and even install or remove cybernetics; her patients are *nauseated* for a single round after the Whirlwind Medicine, but are not fatigued after that.

The Surgighoul can make a Heal check to treat a creature slain within the previous hour when using this ability at a -10 circumstance penalty (no penalty if dead less than one minute); if she raises the slain creature to at least 1 HP it returns to life with no level loss.

If the Surgighoul chooses to use this ability in combat instead, she may make a single melee attack at her highest attack bonus against all enemies within 30 ft. She automatically confirms critical hits caused by melee attacks made with her scalpel in this manner.

Nature
The Surgighoul is a quixotic, obsessed undead who has taken it upon herself to save every single human life, even if they don't want to be saved. While the Surgighoul, like all undead, will kill to defend herself if necessary, such needless deaths make her physically ill. If confronted by a would be exorcist or ghost hunter, she'd much rather euthanize the pursuer

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(temporarily, of course) and then surgically revive him: blind, wheelchair bound and forever unable to thwart her mission, but still alive! Alive, gloriously alive!

The Surgighoul is often sought out by those dying of illnesses modern medicine calls incurable, or by aging Amakaze who are willing to trade every last spark of joy or dignity for a few more miserable years alive! Alive, gloriously alive! Of course, when the Surgighoul finds a dying human, she never asks permission to save them. Suicides, overdosed junkies, even fallen adventurers left behind by hastily retreating comrades might fall under her scalpels. They awaken agonized, helpless and afraid, but alive! Gloriously alive!

Her obsession to preserve life even at the expense of the ability to enjoy that life makes the Surgighoul an ideal (if unwitting) catspaw for the Ubume Empress. At the Empress' polite urging, the Surgighoul has stitched together tattered remnants of aborted fetuses into horrific new undead that prowl Nagasaki. Abandoned but alive! Gloriously alive!

The Surgighoul is a petite Japanese woman in her 30s with prematurely grey and silver hair, who seems as if all the color has been washed out of her. Her flat grey eyes seem tired, but she is always enthusiastic and unnervingly chipper when discussing new surgical techniques- the strange ghost can happily talk shop with mortal doctors and ER nurses for hours, with them never suspecting they are speaking to the obsessed dead. The Surgighoul always dresses in operating room scrubs, usually off-white or lime green, but she switches to colorful, cartoony pediatric scubs when on task for the Ubume Empress.

TARU TSUYOI : DARK APOTHEOSIS - CR 18/MR 7

Medium CE Humanoid (human, mythic)
XP 153,600
Init +2 **Senses** Perception +23
Languages Abyssal, Japanese, English, Goblin, Infernal, Orc

Defense
AC 20 **Touch** 16 **Flatfooted** 17 (+2 DEX, +3 deflection, +4 natural, +1 dodge)
HP 20d8 +196 hp (286 HP)
Damage Reduction 10/epic
Fast Healing 5 (unarmed strikes by female opponents)
FORT +18 **REF** +8 **WILL** +9
Immune Cold, Fire

Offense
Spd 65 ft Flight 130 ft (average)
Melee +27/+22/+17 unarmed strike (4d8+12 bludgeoning +1d6 fire plus stunned/1 round; FORT DC 23 negates)
Special Attacks mythic power (8/day, surge +1d10)
Special Actions Breath of Hell (60 ft cone, every 1d4+2 rounds*, 8d8 fire, REF DC 26 half)

Statistics
Str 35 **Dex** 15 **Con** 23 **Int** 15 **Wis** 16 **Cha** 20
Base Atk +15 **CMB** +26 **CMD** 38
Feats Blind-Fight, Combat Maneuver Training, Dazzling Display, Deadly Stroke^{M}, Dodge, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Marked for Glory^{M}, Mobility, Shatter Defenses, Spring Attack, Stunning Fist, Toughness
Skills Acrobatics +22, Bluff +25, Climb +31, Fly +16, Knowledge (business, civics) + 12 each, Intimidate +25, Perception +23, Profession (megacorp CEO) +23, Stealth +22
Gear bracers of armor +3, smartphone

Ecology
Environment any (Japan)
Organization solitary or accompanied by myriad Amakaze or Rape Pure Fighter minions
Treasure double standard

Special Abilities
Akuma (SU)
When Tsuyoi is enraged, his body is wreathed in blood-red flames, additing +1d6 fire damage to any

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successful melee attacks he makes. Tsuyoi receives a +2 bonus on Diplomacy checks made against evil creatures.

Breath of Hell (SU)
As often as once every 1d4+2 rounds, Tsuyoi can breathe out a cone of burning oil as a standard action. All creatures within a 60 ft cone suffer 8d8 points of fire damage (REF DC 26) half.

This ability refreshes automatically if Tsuyoi drops a female opponent to 0 HP or fewer with any melee attack. Tsuyoi prefers to begin combat against grouped opponents with his breath weapon, than close to melee range with any female opponents first to recharge his Breath of Hell.

Taru Tsuyoi can expend one use of mythic power to immediately recharge his Breath of Hell breath weapon. Doing so is an immediate action.

Burning Soul of a Rapist (SU)
If Taru Tsuyoi is damaged by any attack made by a weapon or character with the Eyrines property or keyword, Tsuyoi can expend a use of mythic power as an immediate action, inflicting 10d6 damage on the attacker. Half of this damage is fire, half is profane damage, not subject to energy resistance or immunity.

Flaming Ki Punch (SU)
After making a successful unarmed strike, Taru Tsuyoi can expend a use of mythic power to blast the victim with the dark flames in his blood. The target is knocked backward 10 ft and becomes prone (FORT DC 26 negates) and suffers an additional 4d6 points of fire damage.

Stunning Fist (EX)
An adversary damaged by Tsuyoi's unarmed strike must succeed at a DC 23 FORT Save or be *stunned* for 1 round.

Surge of Malice (SU)
If Tsuyoi drops an opponent to 0 HP or fewer, he experiences a surge of oni-blooded adrenaline. His face contorts into a blood red snarl, and serrated horns erupt from his forehead. For one round after making the kill, Tsuyoi may make a full attack action even after moving, and may move between attacks made as part of a full attack, so long as he moves less than or equal to his total movement allotment for the round.

Nature
Taru Tsuyoi has become one of Black Tokyo's most reviled and controversial villains. Any monster that gamers love to hate that much deserves a revisited stat-block with dramatically increased power. The Dark Apotheosis version of Taru Tsuyoi is a nearly epic challenge, built using Mythic rules. This option is dangerously, significantly more powerful than the version of the character presented in the first Black Bestiary.

Taru Tsuyoi is the mad warrior who founded the *Rape Pure Fight!* tournament, and who has dominated the savage fighting league that's grown up around it since the beginning. His rage and violence are legendary, throughout the realms, and the cruelties he inflicts on his victims can impress even the most sadistic *oni* king. Tsuyoi's "dark apotheosis" comes as a reward from the most powerful Amakaze lords for spreading misogyny, violence, fear, rape and misery throughout the world, and for carrying out their dark wishes for so long.

The transformation into an oni-spawned demigod has inflamed the demonic fires in Taru Tsuyoi's blood. He can use his flames in new ways: to burn the bodies and souls of the feminist Eyrines Sisterhood when one of their agents tries to stop him, or to soar high over Tokyo as a black fireball. His newly acquired power has only increased Tsuyoi's already insufferable arrogance and limitless fury.

Tsuyoi keeps his oni fires tightly locked away in his daily life. For most of the year, the preternaturally fit 60 year old plays the role of an international media magnate, sitting on the board of the GREEN FLAG media conglomerate. His wealth is in the high billions, and through his Amakaze connections, Tsuyoi's influence is felt world wide. It's not enough for him, and when the madness and rage inside gets to be too much, Tsuyoi announces a new *Rape Pure* tournament somewhere in Tokyo. For more than a week, sexual brutality becomes a sport, and women die hard….and Tsuyoi revels in the savagery and lavishly rewards his favorite 'fighters'.

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TBMS GASSER - CR 6

Medium LE Monstrous Humanoid
XP 2,400
Init +2 **Senses** lowlight vision, Perception +9
Languages Japanese
Aura stench (DC 17, 10 rounds)

Defense
AC 15 **Touch** 12 **Flatfooted** 13 (+2 DEX, +1 natural +2 equipment)
HP 8d10 +24 hp (68 HP)
FORT +9 **REF** +7 **WILL** +2
Immune poison (see text)

Offense
Spd 30 ft
Melee +14/+9 TBMS Catcher's Tonfa (1d6+5 bludgeoning plus *Anthrobane* property)
Spell-Like Abilities (CL 8th Concentration +11)
3x-day – Cloudkill (DC 20)

Statistics
Str 19 **Dex** 13 **Con** 16 **Int** 9 **Wis** 11 **Cha** 10
Base Atk +10 **CMB** +14 **CMD** 25
Feats Ability Focus (gassing) Cleave, Light Armor Proficiency, Personal Firearms Proficiency, Power Attack, Stealthy, Simple Weapons Proficiency
Skills Acrobatics +7, Climb +10, Intimidate +9, Stealth +13, Perception +9
Gear TBMS Catcher's Tonfa, armored jumpsuit

Ecology
Environment any urban (Japan)
Organization squad (usually accompanied by 2-6 TMBS Catchers)
Treasure standard, including gear

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Special Abilities

Gassing (SU)

The TBMS Gasser can use *cloudkill* up to three times per day as a spell-like ability. However, the TBMS Gasser can risk his own existence to make this poison cloud more deadly. Gassers usually only use this tactic if death is certain and escape is impossible, wanting to die watching others spasm and choke to death.

As a move equivalent action while a *cloudkill* is in effect, the Gasser can rip off his gasmask. Doing so renders him vulnerable to poison, and he is affected by cloudkill and his own stench aura. However, the *cloudkill* effect can now harm creatures normally immune to poison, such as constructs and undead, as well as those otherwise immune.

Creatures without CON scores suffer CHA damage and perish when reduced to 0 CHA by the gassing.

Nature

Getting initiated into the Gasser's Club means bigger paychecks, a chance to become something a little less than human. Though mutated so much that friends and family rarely recognize them anymore, Catchers who become Gassers find a whole new world of sadistic pleasures opening up. To become a Gasser, first you got to be invited by a senior TBMS Gasser, and then, protected only by a leaking military surplus gas mask, rape a Nekomusume as she dies in a TBMS gas chamber. Survive, they give you the pill that makes you a Gasser forever. You'll see the pay bump in 60-90 days.

Gassers are burly, oni-like brutes dressed in a TBMS jumpsuit that's usually too tight on their muscular fames. Their eyes bulge out and become red and horrible, and a Gasser's tongue becomes long and bladed. His teeth become short tusks. Gassers wear custom fitted chemical protective gear and carry a lethal cyanide sprayer hooked to a backpack mounted tank.

TETSUJIN SHATEI - CR 2

Medium LE Monstrous Humanoid (Half-Construct) Warrior 3, Rogue 1

XP 600

Init +1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception -1

Languages Japanese, Tagalog

Defense

AC 15 **Touch** 11 **Flatfooted** 14 (+1 DEX, +2 natural, +2 armor)

HP 3d10 +1d8 +8 hp (23 HP)

FORT +5 **REF** +4 **WILL** +0

Immune Half Construct Immunities

Weaknesses Cybernetic Security Risk -0, Tasteless, Unique Hand Structure

Offense

Spd 30 ft

Melee +7 dagger (1d4+4 slashing, 19-20/x2)

Ranged +4 streethawk pistol (2d8 ballistic, 20/x2, 40 ft range increment, full atuo, 12 box)

Sneak Attack +1d6

Special Qualities Trapfinding

Statistics

Str 18 **Dex** 13 **Con** 14 **Int** 10 **Wis** 9 **Cha** 12

Base Atk +3 **CMB** +7 **CMD** 18

Feats Stealthy, Skill Focus (Intimidate)

Skills Bluff +6, Craft (electronics) +7, Computer Use +4, Escape Artist +3, Intimidate +11, Profession (gambler) +5, Stealth +10

Gear streethawk pistol and 2x spare magazines, dagger, light ballistic vest

Cybernetics

Headware – Onboard Computer, Attack Barrier x1

Ecology

Environment any urban (especially neighborhoods with a large crime, gang or entertainment presence, like Tokyo's Roppongi district)

Organization solitary or pair, or accompanying several human Yakuza (Rogue 1-2 or Warrior 3-4)

Treasure standard (including gear)

Special Abilities

This Tetsujin has selected the Tetsujin Brawler alternate racial trait, losing his Massive Strength quality in favor of a higher base Strength score.

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Nature

Like any other large corporation, the Yakuza employs Tetsujin mecha whenever possible. The big, burly robots make excellent debt collectors and soldiers, and unlike human *kyodai* (brothers), Tetsujin *shatei* (little brothers) are never tempted to skim off the profits and never talk to the cops. The same qualities that make Tetsujin dependable workers in more honest fields also make them excellent Yakuza….sometimes much to the resentment of their human counterparts.

Tetsujin Shatei are usually purchased and employed by a Yakuza front company. This one here, is a repairman specializing in gaming machines that rotates through a circuit of pachinko parlors, fixing their machines as needed. Off the books however, the Tetsujin Shatei's real job is collecting on gambling debts. Very few gamblers are going to hold out on a giant metal leg-breaker, no matter if the robot's voice synthesizer makes it sound like an 8 year old loli.

Tetsujin Shatei usually adopt jet black hulls that they polish to a mirror sheen. If they can afford it, they have high quality airbrush art covering every inch of their hulls, in imitation of the traditional designs inked into the flesh of human Yakuza. In a quirk of membership, Tetsujin Shatei have a unique naming convention. The Yakuza always names its Tetsujin members after luxury sports cars or high end street bikes, and the organization does not bother with serial numbers.

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THROATCUTTER BORG - CR 7

Medium CE Monstrous Humanoid (Light Cyborg) Rogue 3, Fighter (free hand fighter archetype) 5
XP 3,200
Init +2 **Senses** Darkvision 90 ft, perceive unencrypted radio/ television/wifi signals, Perception +2(+4 visual)
Languages Cantonese, Japanese, Tagalog, Vietnamese

Defense
AC 20 **Touch** 14 **Flatfooted** 16 (+2 DEX, +2 dodge, +3 armor, +3 natural)
HP 3d8 + 5d10 +24 +10 hp (70 HP)
Damage Reduction 4/-
Defensive Abilities Evasion, Light Fortification (25% chance to ignore critical hits), Trap Sense +1
FORT +8 **REF** +6 **WILL** +4
Immune Cyborg Immunities, Slashing Damage
Weaknesses Cybernetic Security Risk -3

Offense
Spd 35 ft
Melee +13/+8 keen kukri (1d4+3 slashing, 17-20/x2)
Sneak Attack +2d6 plus 2 Bleed
Special Attacks Laser Optics (1d6 force, 100 ft)
Special Qualities Trapfinding

Statistics
Str 17 **Dex** 14 **Con** 16 **Int** 11 **Wis** 15 **Cha** 9
Base Atk +7 **CMB** +10 **CMD** 22
Feats Dodge, Mobility, Spring Attack, Power Attack, Whirlwind Attack
Skills Acrobatics +13, Craft (electronics) +5, Bluff +10, Intimidate +10, Stealth +11
Cybernetics
Headware – Onboard Computer, Advanced Cyberoptics, Targeting Optics x1
Bodyware – Dermal Weave, Durability Implant, Fortified Skeleton
Weapons – Laser Optics

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Gear +1 keen kukri, +1 leather armor, lock release gun, a few grams of cocaine

Ecology
Environment any urban (primarily Japan and Southeast Asia)
Organization solitary, gang (2d6) or crew (6d6 plus 1 level 8 Fighter/Rogue 4 for every 5 ordinary troops and 1 level 12 Fighter/Rogue 5 serving as captain)
Treasure standard (including gear)

Special Abilities
Deceptive Strike (EX)
The Throatcutter Borg gains a +1 bonus to CMB and CMD on disarm checks and on Bluff checks to feint or create a diversion to hide.

Evasion (EX)
The Throatcutter Borg can avoid damage from many area-effect attacks. If the Throatcutter Borg makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Throatcutter Borg is unarmored or wearing light armor; if helpless, the Throatcutter Borg does not gain the benefit of evasion.

Laser Optics (EX)
Once per round, as an attack action, the Throatcutter Cyborg can fire optic lasers, which automatically hit any target within 100 ft who does not have total cover or concealment. These optical lasers inflict 1d6 points of Force damage.

Nature
Occasionally a Vietnamese river pirate or other species of Southeast Asian horror show saves up enough swag to purchase black-grade military cybersystems, and has enough sadistic courage to enter himself in a *Rape Pure Fight* bout. Those that don't get their cyber-augmented spine ripped out their back quickly develop into shockingly dangerous fighters. Canny, brutal and pragmatic, Throatcutter Borgs blend a lifetime of warrior skills with flashy new cyber-systems. Upgraded strength and speed let the Throatcutter Borg get in close, under his opponent's desperate swings, providing an opportunity to do just what the name implies.

The Thoatcutter Borg enjoys the Rape Pure circuit. It's easy money, most of the time, and he's got enough sense to DQ himself when the bouts look too suicidal. The first person POV rape/snuff vids he shoots with his cyber-eyes pay for his cocaine and future upgrades, and make him damn glad he kept his cock when he took the steel. A small cadre of coked up, predatory Throatcutters accompany respected returning fighters as they enter the ring, acting as bodyguards, and continually filming the competitors, gathering intel for Tsuyoi.

TOKYO METROPOLITAN PD SECTION SEVEN OFFICERS - CR 6

Medium LG or LN Human Fighter 6
XP 2,400 *ad hoc adjustment due to extraordinary gear*
Init +7 **Senses** lowlight vision, Perception +3

Languages Japanese

Defense
AC 21 **Touch** 13 **Flatfooted** 18 (+3 DEX, +8 armor)
HP 6d8+12 hp (47 HP)
FORT +6 **REF** +5 **WILL** +5
Defensive Abilities Bravery +2
Immune suffocation, vacuum (space suit)

Offense
Spd 30 ft
Melee +13/+8 stun baton (1d6+6 bludgeoning plus stun 1d4 rounds (FORT DC 10+damage negates), 20/x2)
Ranged +10/+5 pulse rifle (2d6 force, 20/x3, 100 ft range increment, semi auto, 40 cell)
Special Qualities Armor Training 2, No Breath (space suit)

Statistics
Str 22***Dex** 16* **Con** 13 **Int** 11 **Wis** 12 **Cha** 10
** includes enhancement bonus from Grade I Powered Armor*
Base Atk +6 **CMB** +12 **CMD** 25
Feats Dead Aim, Far Shot, Improved Initiative, Iron Will, Precise Shot, Point Blank Shot, Toughness, Weapon Focus (pulse rifle), Weapon Specialization (pulse rifle)
Skills Craft (electronics) +7, Intimidate +7, Perception +8, Profession (military) +8
Gear grade I powered armor, mwk. stun baton, mwk. pulse rifle and 8x spare clips, ziptie restraints,

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Nature

When the horrors of the night are too much for ordinary police officers, the elite, cocky veterans of Police Section Seven are called in. The overworked and undermanned Section Seven is tasked with anything the ordinary cops can't handle: demonic incursions, rogue spellcasters, supernatural rapists, and the confusion that follows the surge of an Akashita Wind. They are also tasked with tracking the random, unpredictable and bloody appearances of the ***Hibagon's Night Stadium,*** a task that will likely end in blood and fire.

Police Section Seven equips its officers in advanced suits of tactical powered armor, painted in proud Japanese colors. Section Seven officers work effectively in small fireteams, using intelligent movement and room clearing protocols and coordinating their actions. Off duty, they're a lot less disciplined- most of them drag ass onto a shift after a night out at the sake bars, celebrating a successful mission.

Reskinning

The Section Seven Officer is another stat-block you'll get a lot of use out of. Simply by swapping out alignment, weapons load-out and language choices, you can produce a variety of private military contractors and elite, well-equipped soldiers. The special operatives providing elite security for the Amakaze and their holdings use this stat-block with a LE alignment, as are the cruelest, best trained and most disciplined mortal soldiers of Project GILGAMESH.

Ecology

Environment any urban (Japan)
Organization solitary, patrol (3-5) or squad (pair plus 2d6 Tokyo MPD Supercops or several Human Warrior 2)
Treasure non-standard (including gear)

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TOTTORI MUTILATOR - CR 7

Huge CE Aberration
XP 3,200
Init +2 **Senses** Blindsight 500 ft, Perception +4
Languages understands Celestial, English, Japanese but cannot speak

Defense
AC 22 **Touch** 10 **Flatfooted** 20 (-2 size, +2 DEX, +12 natural)
HP 10d8+50 hp (95 HP)
FORT +8 **REF** +5 **WILL** +11
Damage Reduction 5/ slashing and good
Immune mind affecting abilities

Offense
Spd 50 ft
Melee two +13 slams (2d8+8 bludgeoning, 20/x4 plus mutilating critical)
Special Attacks Punch Through the Corpse
Special Qualities Beyond Sanity

Statistics
Str 25 **Dex** 14 **Con** 20 **Int - Wis** 18 **Cha** 10
Base Atk +7 **CMB** +17 **CMD** 29

Ecology
Environment warm deserts (Tottori sand dunes)
Organization solitary or pair
Treasure none

Special Abilities
Beyond Sanity (SU)
Though it seems capable of learning, even tactical behavior, the Tottori Mutilator is so alien it is effectively mindless. The Tottori Mutilator is considered to have no INT score, and is immune to mind-affecting abilities. The Tottori Horror does not have skills or feats as humans understand the term; it is too disconnected from the Earth Realm for such things.

Any creature attempting to communicate with or scan the Tottori Mutilator using Psionics or divination magic must succeed at a DC 15 WILL Save or suffer 1d4 points of permanent INT and WIS drain. Creatures are comatose and helpless for a number of hours equal to the ability drain suffered.

Affected creatures must succeed at an additional WILL Save at the same DC for each language known. Failure indicates the language is forgotten; success means the creature retains use of the language. Creatures that lose the ability to speak any language due to Beyond Sanity's effect are slain by cataclysmic neural hemorrhaging and unless the corpse is completely cremated, it rises as a new Tottori Mutilator in 1d4+3 days.

Mutilating Critical (SU)
When the Tottori Mutilator scores a confirmed critical hit, its massive

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fists slam down like a pressure hammer, pulverizing flesh and powdering bone, mutilating a creature's limb so completely that amputation is the only solution.

The Tottori Mutilator chooses one of the victim's limbs and completely destroys it, utterly destroying the limb's function. Only cybernetic reconstruction or powerful magic like heal or *regenerate* can restore (or replace) the limb's function.

The creature suffers 2d6 points of ongoing Bleed damage as a result of the injury and the intense pain renders the victim *panicked.* Both the Bleed and the panicked condition remain until the creature receives either a DC 20 Heal check or any amount of magical healing.

Punch Through the Corpse (SU)
Anytime the Tottori Mutilator drops a creature to 0 HP with its slam attack, it may assign damage from the attack in excess of what is necessary to drop the creature to 0 HP to any adversary within 30 ft of the initial target that it aware of and has line of effect to. Doing so is an immediate action, and the Tottori Mutilator does not need to make an attack roll to assign this bonus damage.

Nature
Tottori Mutilators are the lesser cousins of the building sized *Horrors*, which scavenge in the wake of these larger beasts. They display an almost sadistic glee in destroying humans. If left to their own devices, a Mutilator will kill only a single human victim at a time, and then pound the corpse to unrecognizable mush for long hours after the murder. The Tottori ruin zone echoes with the rhythmic hammering of Mutilators pounding the slain beyond recognition. Even if driven away from a kill, a Tottori Mutilator will soon return, to resume this needless, obsessive brutality.

Tottori Mutilators are barrelchested, hunch-backed hominids standing roughly four meters tall. Their limbs are skeletally thin, made of the same rubbery black non-flesh as a *Horror*, but their crushing fists and wide, splayed feet are enormous. A smooth, ivory carapace covers the creature's shoulder, spine and short skull. The creature seems to have no eyes, just a wide lizard-like mouth that constantly drips bloody froth.

TOTTORI PROWLER - CR 4

Medium CE Aberration
XP 1,200
Init +3 **Senses** Darkvision 90 ft, lowlight vision, Perception +1
Languages understands Celestial, English, Japanese, but cannot speak

Defense
AC Touch Flatfooted (+3 DEX, +)
HP 5d8+10 hp (33 HP)
FORT +3 **REF** +6 **WILL** +5
Immune mind-affecting abilities

Offense
Spd 45 ft Climb 30 ft
Melee two +5 claws (1d6+2 slashing, 19-20/x2 plus *repositioning strike)*
Special Qualities Touched by Madness.
Psi-Like Abilities (ML 5th Concentration +6)
At Will – Repositioning Strike
3x/day – Dimension Slide (manifest as move action)
- Dimension Swap (affects only fellow Tottori Prowlers)

Statistics
Str 15 **Dex** 17 **Con** 15 **Int** 11 **Wis** 13 **Cha** 13
Base Atk +3 **CMB** +7 **CMD** 18
Feats Combat Reflexes, Lightning Reflexes, Stand Still
Skills Acrobatics +11, Climb +14, Stealth +11 (+21 in ruins), Survival +9

Ecology
Environment warm deserts and ruins (Tottori Sand Dunes)
Organization pack (1d4+2)
Treasure incidental

Special Abilities
Ruin Stalker (SU)
The Tottori Prowler is most at home in ruins. When in any *ruins terrain,* the Prowler gains a +10 racial bonus on Stealth checks. In addition, the Tottori Prowler can use its psi-like abilities only in ruins terrain, including its *repositioning strike* power.

Touched by Madness (SU)
A Tottori Prowler's mind is somewhat less alien than the Horrors, but it is still a dangerous place for untrained psychics to prowl.

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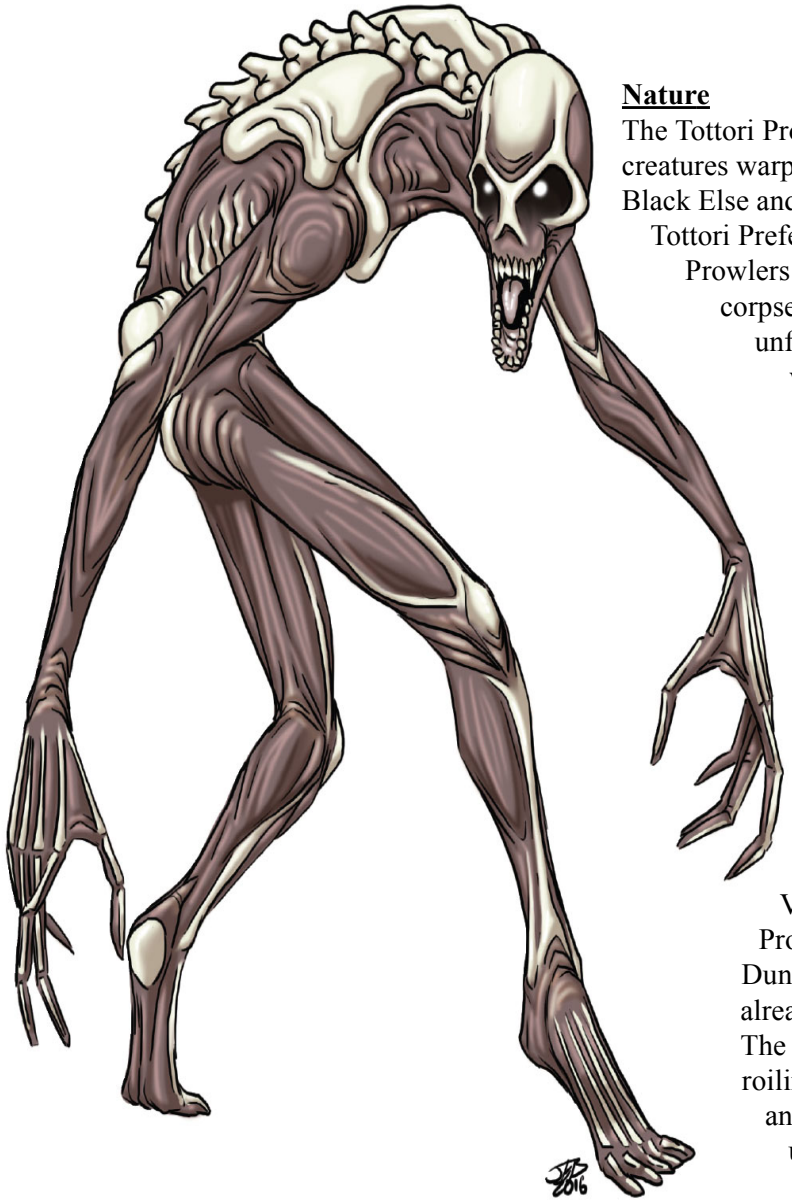

Nature

The Tottori Prowler is what remains of mortal creatures warped by close exposure to the Black Else and the strange energies warping the Tottori Prefecture's space-time matrix. New Prowlers gestate within the rotting corpses of Sanders and other unfortunate explorers murdered with the endless non-space of the Tottori Sand Dunes. These tar-black creatures are more naturalistic than the vastly powerful Horrors and Mutilators prowling the Dunes. Tottori Prowlers have something approaching a working metabolism, biological urges as humans understand them, and a conception of time almost compatible with humanity's own.

Vast, ravenous packs of Tottori Prowlers stalk the Tottori Sand Dunes, a night-hunting plague on an already blasted and dying landscape. The creatures hunt collectively, in a roiling, churning horde of screaming and capering madness. Prowlers use their psi-like teleportation abilities and mastery of post-apocalyptic urban stealth to conceal their numbers: the terrified, confused survivors of an assault by a Prowler pack couldn't saw if they were besieged by five Prowlers or twenty-five.

Any creature attempting to communicate with or scan the Tottori Prowler using Psionics or divination magic must succeed at a DC 15 WILL Save or fall *unconscious* for 1d6 hours.

Tottori Prowlers are continually hungry, feeding ravenously on carrion whenever possible, fighting brutally among themselves until the strongest are fed and the weakest become new fodder. The creatures will devour shit and sewage if no animal remains exist to feed on. Tottori Prowlers are roughly man-shaped things resembling a corpse flayed down to tar-black muscle and somehow animated. Their eyes are bright and remorseless. Tottori Prowlers twitch and spasm unnervingly, moving like an epileptic or an addict.

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TOTTORI "SANDER" - CR 2

Medium N, CN or CE Human Hentai Hero 3
XP 600
Init +2 **Senses** Perception +10
Languages English, Japanese

Defense
AC 15 **Touch** 13 **Flatfooted** 13 (+1 class, +2 DEX, +2 armor)
HP 3d8 hp (17 HP)
FORT +3 **REF** +5 **WILL** +2

Offense
Spd 25 ft (in *devil spider* form: 55 ft, Climb 55 ft)
Melee +2 emergency scissors (2d10 slashing, 20/x4)

Statistics
Str 11 **Dex** 14 **Con** 10 **Int** 15 **Wis** 13 **Cha** 9
Base Atk +2 **CMB** +2 **CMD** 14
Feats Catch Off Guard, Throw Anything, Skill Focus (craft: mechanical) Skill Focus (perception)
Skills Craft (mechanical) +11, Climb +6, Knowledge (arcana, local) both +5, Knowledge (pop culture) +8, Perception +10
Gear mwk. buff coat, emergency scissors, first aid kit, bedroll, various salvaging equipment

Ecology
Environment warm deserts (the Tottori Sand Dunes)
Organization pair, team (4-5) or crew (3d6)
Treasure standard or double standard (including gear)

Special Abilities
Devil Spider (SU)
Up to three times per day, the Sander can grow massive, horned spider legs that rip through the flesh of their genitals, as a standard action. Each manifestation can last for up to 2 minutes. While in devil spider form, the Sander's base land speed is increased to 55 ft, and he can ignore the effects of difficult terrain. In this form, he gains a 55 ft Climb speed.

Emergency Scissors (EX)
Sanders usually carry repurposed chainsaws, industrial cutters and other heavy industrial equipment. They usually use these devices for salvage, but can put them to violent ends if absolutely necessary.

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A powered pair of Emergency Scissors provides the wearer with a +5 equipment bonus on Combat Maneuver checks made to grapple a target or sunder a weapon, as well as STR checks made to break, bend or tear apart an unattended object. While wielding Emergency Scissors, the wearer is treated as if he or she possessed the Grab and Constrict abilities, dealing its damage each round a grapple is maintained.

Nature

As the *Tottori Horrors* advance, the prefecture's famous and starkly beautiful Tottori Sand Dunes expand with them, claiming an ever increasing percentage of the prefecture's landmass. The enforced evacuation of threatened area has left intact towns and cities, completely devoid of people, but filled with all sorts of interesting stuff. Sanders are basically a group of desperate, greedy or bored college kids who meet up over Pixiv and 2Channel and plan excursions into the exclusion zone. The JSDF forces maintaining the border call it looting. Sanders themselves prefer the term 'extreme urban archeology'.

Sanders are usually smart enough to evade JSDF patrols and most can hack into live sat feeds to avoid the largest and most active *Tottori Horrors*. The smaller predators- the strange otherworldly monsters that don't show up on satellites are more of a hazard. Currently, online odds for a shallow penetration of the Dunes suggest a 1-5 chance of death. The odds get worse the deeper you go into Tottori and nobody, not even the bravest or most suicidal Sander goes into *Yurihama* anymore.

Sanders are a motley assortment of cliques. Cliques form around a particularly charismatic or successful Sander, break up when he or she eventually gets eaten, and occasionally reform in a new configuration. Membership is fluid, rivalries are fierce and romances aren't out of the question.

Some particularly daring Sanders include….

- *Chocolate Films*- not really a Sander crew, **Kenta Fukui** (N male human Charismatic 4) films fetish porn in the ruins. The eeriness of the place and the risk of death brings out something special in the performances. He's been seriously considering adding *guro snuff* to his repertoire these last few months. Needless to say, he hasn't told his starlets about the new business model.

- *Deeper Inc*- an all male crew run by the **Sudo Brothers**, a couple of idiot automobile mechanics from Osaka. More guts than sense, they plunge perilously deep into Tottori. Nine times out of ten, somebody dies horribly, but the other time, the crew makes a rich strike.

- *Tokyo College Movers*- an evershifting assortment of college kids with more brains than survival instinct. They're in Tottori more to research the metaphysics behind the Horrors and the expansion of the Dunes than to loot, but they won't pass up the chance to earn some quick cash to fund future excursions either. One of the College Movers, **Takeshi Utagawa** (LE male otaku human wizard 1) has a viable theory of why and how the Tottori Horrors have entered our world. Only death can test the theory, however.

- *Yoko's Krew*- Run by a college dropout named **Yoko Kataguri** (CG female freeter human Smart 3), Yoko's Krew plays it safe, sticking to the outer fringes of ruined cities. They run rather than fight, and Yoko herself has 15 runs to her credit. They've never made a big score, and mostly content themselves pawning DVDs and jewelry recovered from the exclusion zone.

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UKEMOCHI RANCH SLAUGHTERER - CR 1

Medium LN or LE Human Warrior 3
XP 400
Init +0 **Senses** Perception +0
Languages Japanese, one other Earth language of choice

Defense
AC 11 **Touch** 10 **Flatfooted** 11 (+1 armor)
HP 3d10 + 3 hp (20 HP)
FORT +4 **REF** +1 **WILL** +1

Offense
Spd 30 ft
Melee +4 anthro-bane captive bolt gun (1d8+2 piercing, 19-20/x3)

Statistics
Str 14 **Dex** 11 **Con** 13 **Int** 10 **Wis** 11 **Cha** 10
Base Atk +1 **CMB** +3 **CMD** 13
Feats Great Fortitude, Skill Focus (handle animal), Weapon Focus (captive bolt gun)
Skills Handle Animal +6, Profession (butcher) +6
Gear uniform, *Basic Executioner's Bolt*, smartphone

Ecology
Environment any urban or rural (Mie Prefecture)
Organization solitary, pair, work crew (6-10)
Treasure standard (including gear)

Special Abilities
Cattle Tender (EX)
Years of experience with Anthros allows the Ukemochi Ranch Slaughterer an insight into their psychology. The Slaughterer is considered to have Wild Empathy for the purpose of interacting with creatures of the Anthro subtype only.

Nature
The Ukemochi Ranch Slaughterer is a working-class man or woman trained to humanely end the lives of sentient livestock. The company demands they do the job quickly and humanely, regardless of whether they're sadists or not in their personal life. The job attracts its share of truly evil men and women, but the majority of the killing floor employees are just ordinary people born and raised in Mie Prefecture.

The killing floor's uniform is black slacks, white shirt and apron and black hat. The workers here are

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trusted with enchanted killing tools manufactured by the company, which must be checked in and out at the beginning and end of each 8 hour shift.

SIMILAR CREATURES

The following creature can be built upon the Ukemochi Ranch Slaughterer stat-block.

Lesser Cannibal Chef – CR 1
The Lesser Cannibal Chef swaps his or her ranks in Profession (butcher) for equal ranks in Profession (chef) and Weapon Focus for Skill Focus in that skill. The captive bolt gun can be swapped out for a masterwork dagger, if desired. Such men and women work in the kitchens of restaurants like *Bethany Bliss*, obeying the orders of more experienced, world-class chefs who are Black Japan's unquestioned masters of dark cuisine.

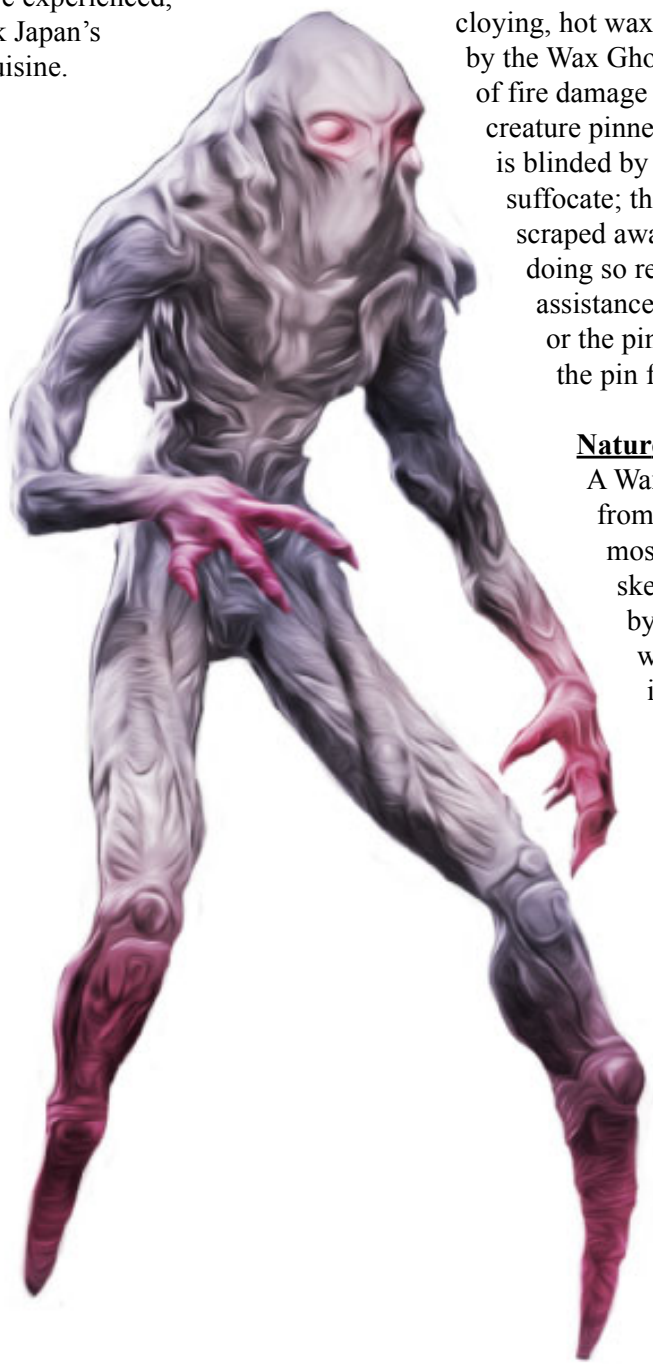
WAX GHOUL - CR 1

Medium NE Undead
XP 400
Init +3 **Senses** Darkvision 60 ft, Perception +1
Languages understands Japanese, but cannot speak

Defense
AC 16 **Touch** 13
Flatfooted 13 (+3 DEX, +3 natural)
HP 2d8 hp (9 HP)
FORT +0 **REF** +3 **WILL** +3
Immune undead immunities
Vulnerable Fire

Offense
Spd 40 ft
Melee +2 slam (1d6+1 bludgeoning plus 1d3 fire)

Statistics
Str 12 **Dex** 16 **Con - Int** 5
Wis 13 **Cha** 11
Base Atk +1 **CMB** +2 (+4 grapple) **CMD** 15
Feats Improved Grapple, Improved Unarmed Strike
Skills Stealth +6



Ecology
Environment any urban or ruins
Organization solitary, pair or waxwork patrol (1d4+2)
Treasure standard

Special Abilities
Boiling Wax (EX)
If the Wax Ghoul suffers any amount of fire damage, until the end of its next turn, the Wax Ghoul's waxy skin becomes even hotter and more painful. Increase the fire damage inflicted by its slam to +1d6 fire, and the damage inflicted by suffocating wax to +1d8 fire.

Suffocating Wax (SU)
The Wax Ghoul continually sloughs cloying, hot wax. A creature grappled by the Wax Ghoul suffers 1d4 points of fire damage during the grapple. A creature pinned by the Wax Ghoul is blinded by wax and begins to suffocate; the wax can easily be scraped away as an action, but doing so requires either the assistance of another character or the pinned victim to break the pin first.

Nature
A Wax Ghoul is created from an articulated and mostly complete human skeleton, joined together by expensive golden wire, which is dipped in viscous, milky wax. The resulting horror moves with near total silence and a kind of prissy grace. The Wax Ghoul's touch burns. Fires like faint candleflames burn in the skull's waxy sockets.

Wax Ghouls are only dimly intelligent, but it's a common rumor among necromancers that a soul whose

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body was used to animate a Wax Ghoul burns forever. Thus, many necromancers sculpt defeated rivals into Wax Ghoul for the sheer malicious pleasure of the deed, even if they have far more powerful undead at their disposal. Wax Ghouls are often found as silent guardians and servants in the palaces of *oni* lords and ladies. Many of Black Japan's cannibal restaurants maintain a small cadre of Wax Ghoul guardians hidden in their wine cellars or dry storage rooms, waiting for the command to kill.

YAKUZA OF FOUL BLOOD - CR 2

Medium LE Human Rogue 3
XP 600
Init +6 **Senses** Lowlight vision, Perception +2
Languages Japanese, one other Earth language of choice, usually English or Korean

Defense
AC 14 **Touch** 12 **Flatfooted** 12 (+2 DEX, +2 armor)
HP 3d8+3 hp (20 HP)
FORT +2 **REF** +5 **WILL** +4
Defensive Abilities Evasion, Bravery +1

Offense
Spd 30 ft
Melee +4 dagger (1d6+2 slashing, 19-20/x2)
Ranged +4 uzi (2d6 ballistic, 20/x2, 40 ft range increment, 30 box)
Sneak Attack +1d6
Spell-Like Abilities (CL 10th **Concentration +12)**
At Will – Black Tentacles (see text)

Statistics
Str 13 **Dex** 15 **Con** 12 **Int** 10 **Wis** 11 **Cha** 15
Base Atk +2 **CMB** +3 **CMD** 15
Feats Combat Reflexes, Improved Initiative, Iron Will, Quick Draw
Skills Bluff +8, Disable Device +8, Drive +8, Intimidate +8, Knowledge (stealth) +6, Profession (gambler) +6, Stealth +8
Gear uzi with 2x extended clips, mwk. dagger, mwk. buff coat, smart phone, lockpick gun, thieves tools

Ecology
Environment any urban
Organization pair or gang (1d6+2)
Treasure double standard (including gear)

Special Abilities
Boldness (EX)
The Yakuza of Foul Blood is exceptionally strong willed and fearless. He trades his Trapsense and Trapfinding abilities for Iron Will and the Fighter's Bravery class feature.

Resiliency (EX)
Once per day, the Yakuza can gain a 3 temporary HP (equal to his Rogue level). Activating this ability is an immediate action that can only be performed when he is brought to 0 HP. This ability can be used to prevent him from dying. These temporary HP last

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for one minute. If the Yakuza's HP drop to 0 due to the loss of these temporary HP, he falls unconscious and is dying as normal.

Yubitsume (SP)
The Yakuza has learned an occult version of the atonement ritual of *yubitsume,* which offers a kind of dark power at a possibly suicidal cost. As a standard action, the Yakuza can slice off one of his fingers with his dagger; doing so allows him to cast *black tentacles* as a 10th level caster.

The Yakuza can maintain this effect for as long as desired. However, each round the spell is maintained, the Yakuza suffers 1d4 points of HP damage, which increases by +1d4 per round the spell is maintained. Thus, the Yakuza suffers 1d4 points damage on the first round, 2d4 on the second, 3d4 on the third, and so on.

Nature
The Yakuza of Foul Blood drank from a special cup of *sake* upon his induction into the brotherhood, one laced with the salty urine of a whore from the deepest trenches of the Black Else. He knew what that sake would do to him, and he drank anyway.

Now, the Yakuza of Foul Blood is one of the boldest young brothers in his clan. Absolutely without fear, he will undertake any mission for his *oyabun*, no matter how distasteful or risky. He'll walk into a police substation and put steel into a cop's skull or rape a little boy to death on live TV if asked. Any human feelings died with that first cupful of demonic *sake*. In fact, there's a large portion of this joyless and eerie Yakuza that would welcome the release of an honorable death.

The Yakuza of Foul Blood is an unattractive and cruel Japanese man in his 30s, wearing the dark suit and mirror shades that are pretty much the Yakuza field uniform. He often wears his shirt sleeves pushed up to reveal his tattoos, and makes it a point to shock people with them and his missing fingers.

SIMILAR CREATURES

The following creature can be built from the Yakuza of Foul Blood stat-block.

Yuri Yakuza (CR 2)
These deadly young women are the daughters and granddaughters of Yakuza *oyabun*, just as badass as their forebears, and twice as mean. They party hard and pick up muscle-work for the Yakuza whenever they need some extra cash, but even though they pretend, they're not 'official' members. They're too flightly, too unpredictable. They like cocaine, teenaged pussy and the thrill of the kill even more than their elder, male counterparts do.

Modifications
Yuri Yakuza are NE or CE, and don't bother with guns, favoring a swirling meteor hammer instead.

Remove their Iron Will and Quick Draw feats; replace them with Lightning Reflexes and Weapon Focus (meteor hammer). She carries a +1 meteor hammer as part of her gear and treasure.

Remove the ranged attack line and substitute the following melee attack line.

- +6 meteor hammer (1d8+2 bludgeoning plus trip, 20/x2, 10 ft reach)

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YOBASHIRI - CR 1

Medium NE Undead
XP 400
Init +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +6

Defense
AC 14 **Touch** 11 **Flatfooted** 13 (+1 DEX, +3 natural)
HP 2d8+ hp (HP)
FORT +0 **REF** +1 **WILL** +4
Immune Acid, undead immunities

Offense
Spd 30 ft Swim 30 ft
Melee +3 claws (1d6+2 slashing, 20/x2)
Ranged Touch +2 red acids (2d6 acid plus Bleed 1, 20/x2, 30 ft maximum range)

Statistics
Str 14 **Dex** 13 **Con - Int** 5 **Wis** 12 **Cha** 11
Base Atk +1 **CMB** +3 **CMD** 14
Feats Nimble Moves
Skills Perception +6, Stealth +6, Swim +10 (racial modifier: +8 Swim)

Ecology
Environment any aquatic, urban or ruins
Organization solitary, trio or pack (3d6)
Treasure incidental

Special Abilities
Red Acids (SU)
The Yobashiri's face drips with a vile red acid that coagulates into a bolus of boiling solvents that the creature can spit. Attacks with its Red Acid are ranged touch attacks with a 30 ft maximum range. Those damaged by this attack suffer ongoing Bleed 1, as the acids eat away at their flesh and blood vessels until properly cauterized.

Nature
The Yobashiri is a stunted and warped ghoul common to the polluted seas of the Black Else. They often crawl into the Earth Realm with an Akashita windstorm, finding hiding places in abandoned sewer mains and forgotten culverts beneath Tokyo Harbor or the Chiba dockyards, though they are almost as common in the worst maintained piers and docks of other maritime cities.

Dimwitted Yobashiri hunt in packs. They prefer to drown their prey, though their lethal acids can incapacitate more dangerous opponents. Once a victim is killed, Yobashiri wait it bloats before beginning to feed.

Yobashiri are vaguely hominid, rat-like creatures. Their dingy grey fur is matted and stinking, and the fur around their mouths are stained with bloody froth. The same thin, crimson liquids drool from the creatures broken, rancid fangs and dribble from its flaring nostrils, burning wherever they touch living skin. The Yobashiri can spit drops of this virulent acid with great accuracy.

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APPENDIX: NEW SUBTYPES

Some of the creatures in this sourcebook display the following new subtypes.

Abyss

Abyss are a race of aberrations that take the form of jet black geometric figures, that hover in mid-air thanks to the race's innate ability to manipulate gravity. They are merciless hunters. Abyss tend to have higher than normal natural armor bonuses to AC, as well as an impressive deflection bonus to AC due to their gravity based force field.

All Abyss have the following special qualities, unless otherwise noted.

- *Senses:* Blindsense 1500 ft, Blindsight 100 ft, Telepathy 500 ft
- *Regeneration:* Abyss possess Regeneration 5 or better. Their Regeneration can only be negated by attacks made by female characters. *Location: Defensive Abilities Format: Regeneration 5 (girl)*
- *Immune:* Force effects and mind affecting abilities
- *Racial Skill Modifiers:* +8 Fly
- *Girlish Soul Vulnerability (EX):* All Abyss bio-weapons are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss, and their attacks negate its Regeneration. *Location: Weaknesses Format: Girlish Soul Vulnerability*

Battlechanger

Monstrous Humanoids with the Battlechanger subtype are powerful alien mechanoids able to alter their form into vehicles, tools and other useful shapes.

Though usually applied to Monstrous Humanoids, this subtype might be applied to other creatures, such as Animals or Magical Beasts, representing other bio-mechanical components of the Battlechanger ecosystem.

Cyborg Subtype

Monstrous Humanoids with the Cyborg subtype have been mechanically augmented. Cyborgs have the following qualities.

- Cyborgs possess Darkvision 90 ft and low light vision. They can receive unencrypted wi-fi/ cellular/television and radio signals, as well as similar higher-tech types of signal. *Location: Senses Format: Darkvision 90 ft, lowlight vision, wifi/cellular/television and radio reception*
- Cyborgs are immune to drowning, suffocation, vacuum, hunger, thirst, the sickened and nauseated conditions, death effects, ability drain and energy drain. *Location: Immunities Format: Cyborg Immunities*
- Heavy Cyborgs have the Unhealing special quality. They do not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit them. Light Cyborgs have the Slow Healing quality. They heal damage at half the rate of an unmodified creature, and healing spells and effects have only half the normal effect when used to benefit them. *Location: Special Qualities, Weaknesses Format: Unhealing or Slow Healing*
- Most Cyborgs have a +4 natural armor bonus to AC or better.

Kumo-Chan

Constructs with the Kumo-Chan subtype have a spider-like body plan. They are often fast, stealthy, and keenly intelligent, and often deployed by Japanese police and military forces.

Mecha

Constructs with the Mecha subtype are vehicles designed to operate under the direct control of an intelligent pilot. Mecha have the following qualities.

- Though the Mecha's type is Construct, it is vulnerable to mind-influencing effects through its pilot. This weakness does not apply if the Construct is unmanned. *Location: Weaknesses Format: Intelligent Pilot*
- *Piloted (EX)* Some of the Mecha's qualities, marked with an asterisk in the statblock, are replaced by the Mecha's pilot if they are greater. The following qualities are replaced by the pilot's when the Mecha is in action: alignment, languages, REF and WILL Saves, skill ranks, base attack bonus (which may modify CMB and CMD), DEX, INT, WIS and CHA scores. *Location: Special Qualities Format: Piloted*

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Monsters by Challenge Rating

This alphabetic listing of the creatures found both volumes of the Black Bestiary, is divided by Challenge Rating. Red listings are found in this volume.

Familiars (CR ½ or less)

Cait, Child Familiar, Heart Plush, Hitosume-Kozu, Kamaitachi, Kitsune-Bi, Panty Fairy, Penguin, Phallic Cobra, Pooplet, Sankai, Shiofuki Turtle, Spark Fox, Tail Gunner, Teru Teru Bozu, Zashiki-Warashi

Challenge Ratings Below CR 1

Awabi (CR ½), Cosplay Maid (CR ½), Dakiniten Intern (CR ½), Feral Nekomusume (CR ½), Free Neko (CR 1/3), Little Witch (CR ½), Personified Gun (CR ½), Ukemochi Cattle Girl (CR 1/3)

Challenge Rating 1

Benten's Delivery Girl, Child of the Gathering, Hell's Conscript, Hidari Body, Ittan, Kiss Friend, Mortal Sex Criminal, Occult Delinquent, Oni Dreg, Surakami, Ukemochi Ranch Slaughterer, Urban Akaname, Visual Kei Otaku, Wax Ghoul, Yobashiri

Challenge Rating 2

Adventure Lolita, Amikiri, Animated Object: Love Pillow, Aosaginohi, Assault Witch Flight Surgeon, Beautiful Winged Boy, Binbogami, Blue Collar Kami, Goryohime Summoner, Hyakki Yokai Bargirl, Jikininki, Mie/Mau, Onan Spirit, Spider Egg Drone Kumo-Chan, Septix, Tetsujin Shatei, Tottori "Sander", Yakuza of Foul Blood

Challenge Rating 3

Black Issunboshi, Corrupted Marine, Ecchi Enchanter, Feral POETICA, Hell's Maid, Hibagon Oni, Ironbrother Yakuza, Oni Harlot, Pettanko Kitten, Phallic Swarm, POETICA Hacktivist, Shoryohime, Skatto Ooze, TBMS Catcher, Tokyo Metropolitan PD "Corpselicker"

Challenge Rating 4

Animated Object: Gyno-Bed, Betobeto-San, Breath of the Onsen, Enigma Clan Fox, Living Kanji, Mie/Mau (BFG Mode), Oni Warrior, Rape Hound, Road Dancer Mecha, Shiro-Bozu, Smilodon Risk Cat-Girl, Stalking Washlet, Steel Idol, Tokyo Metropolitan PD "Supercop", Tottori Prowler

Challenge Rating 5

Abyss Phantasm, Adventuring Akaname, Aketeko, Animated Object: Purikura Booth, Assault Witch, Catgirl Sorceress, Cruel Idol Master, Cyber-Ninja, Everysummer Idol, Fatality, Flawed Yurei, GILGAMESH Pilot Candidate, Gothic Paladin, Ittachi Akabeko, Kanedama, Katanagari-Class Kumo-Chan, Kitsune-Kiiroi Rapist, Moe Collector, Ramat Sect Warrior-Girl, Skinless Yakuza, Teke Teke

Challenge Rating 6

Aswang, Black Car, Eto: the Ironpot Oni, Fallen Eyrines, Firefly Yokai, Glassbox Girl, Nure-Onna, Sazae-Oni, Ren Waita: Akaname Modern Spellcaster, Steel Collar Monk, Surgighoul, TBMS Gasser, Tokyo Metropolitan PD Section Seven Officer

Challenge Rating 7

Azukibabaa Chef, Baby Sister Ryoko, Body Gore, Combined Fleet Gunner, Gaki, Hitobashira, Jinzu, JSDF Infantry Tetsujin, Kappa of Blades, Mekurabe, Oni-Marrow Elite, Throatcutter Borg, Tottori Mutilator, Ushi-Oni

Challenge Rating 8

Excel Robo, Eyrines Gunwitch, GILGAMESH Bio-Stalker, Goro Akabeko, H Child, Harionago, Kissgear, Koma-Inu, Mecha-Oni, Rape Pure Fighter, Rokurokubi, Sakura: Kitsune Sorceress, Wet Hell Taxi

Challenge Rating 9

Black Teacher, Blind Razor, Goryohime Strangler, Isonade, Jurogumo, Pretty Soldier

Challenge Rating 10

Amakaze, Boy Alpha, Bunraku-66 POETICA, Cloudfire Mecha, Landmate POETICA, Dr. Momonjii in false form, Rape Pure Futanari, Reos: Neko Barbarian

Challenge Rating 11

Adolescent Agent, Bio-Machine Ooze, Blue Shout, Demon Beast Grappler, Ho-Masubi, Peach Idol

Challenge Rating 12

Black Sumo, Flesh Mother, GILGAMESH Avenger, Dr. Sukakagi

Challenge Rating 13

Abyss Fairy Ring, Devil Vigilante, Gakido Walker, Gurofiend

Challenge Rating 14

Assault Witch Squadron Leader, Corpse Gallows, Daibutsu Guardian, Doll Maker Ooze, Eyrines Night Sparrow, Jinushigami-Class Kumo-Chan, Taru Tsuyoi

Challenge Rating 15

The Dofuku, God Guardian, Lolivore/Shotavore, Tottori Horror

Challenge Rating 16

Amakaze Executive Board Member, Dune Grinder, The Elegant: Kirei Roman, Scab Dragon, Valentina A

Challenge Rating 17

Asami Kumo, Gashadokuro

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Challenge Rating 18
Bake-Kujira, Nue of Dark Winds, Shikome, Taru Tsuyoi (Dark Apotheosis)

Challenge Rating 20
Momotaro, Slave Holder Mansion

Epic Challenges (CR 21 and above)
The Biwa Centipede (CR 23), The Genbu (CR 29), Izanami (CR 30), Momonji in true form (CR 22), The Namazu (CR 24), The Slaughter Train (CR 21), The Shinigami (CR 25) The Ubume Empress (CR 27), Ultimus the Unmaker (CR 28), The Vitruvian Walker (CR 28)

Monsters by Type
This alphabetic listing of the creatures in found in both volumes of the Black Bestiary is divided by the monster's type. Red listings are found in this volume.

Aberration
Abyss Delirium, Abyss Fairy Ring, Abyss Phantasm, Black Issunboshi, Body Gore, Flesh Mother, GILGAMESH Avenger, Gurofiend, Isonade, Jomon Tangle, Phallic Swarm, Rape Hound, Tottori Horror, Tottori Mutilator, Tottori Prowler, Wet Hell Taxi

Animal
Penguin

Constructs
Animated Gyno-Bed, Animated Love Pillow, Animated Purikura Booth, Black Car, Cloudfire Mecha, The Daibutsu Guardian, Dune Grinder, Excel Robo Mecha, God Guardian Mecha, Heart Plush, Hidari Body, Jinushigami Class Kumo-Chan, JSDF Infantry Tetsujin, Katanagari Class Kumo-Chan, Koma-Inu, Road Dancer Mecha, Slave Holder Mansion, Slaughter Train, Stalking Washlet, Spider Egg Drone Kumo-Chan, Tail Gunner

Dragons
Scab Dragon, Ultimus the Unmaker

Fey
Baby Sister Ryoko, Enigma Clan Fox, H Child, Hitsotume-Kozo, Lolivore/Shotavore, Panty Fairy, Zashiki-Warashi, Kitsune-Kiiroi Rapist, Sakura: Kitsune Sorceress

Humanoids
Adolescent Agent, Adventure Lolita, Assault Witch, Assault Witch Flight Surgeon, Assault Witch Squadron Leader, Benten's Delivery Girl, Child Familiar, Cosplay Maid, Cruel Idol Master, Cyber-Ninja, Devil Vigilante, Ecchi Enchanter, The Elegant, Everysummer Idol, Eyrines Gunwitch, Eyrines Nightsparrow, Eyrines Sister, Eyrines Sukeban, Fallen Eyrines, Feral Nekomusume, Free Neko, GILGAMESH Pilot Candidate, Gothic Paladin, Ittachi Akabeko, Little Witch, Mie/Mau, Dr. Momonjii (false form), Mortal Sex Criminal, Oni-Marrow Elite, Personified Gun, Pretty Soldier, Rape Pure Fighter, Rape Pure Futanari, Reos: Neko Barbarian, Smilodon Risk Cat-Girl, Dr. Sukakagi, Taru Tsuyoi, TBMS Catcher, Tokyo MPD "Supercop", Tokyo MPD Section Seven Officer, Tottori "Sander", Ukemochi Cattle Girl, Ukemochi Ranch Slaughterer, Visual Kei Otaku, The Vitruvian Walker, Yakuza of Foul Blood

Monstrous Humanoids
Asami Kumo, Awabi, Azukibabaa Chef, Blue Shout, Boy Alpha, Bunraku-66 POETICA, Catgirl Sorceress, Combined Fleet Gunner, Corrupted Marine, Demon Beast Grappler, Fatality, Feral POETICA, GILGAMESH Bio-Stalker, Goro Akabeko, Hibagon Oni, Hyakki Yokai Bargirl, Kanedama, Kappa of Blades, Kissgear, Landmate POETICA, Momotaro, Mecha-Oni, Occult Delinquent, Oni Dreg, Oni Harlot, Oni Warrior, Pettanko Kitten, POETICA Hactivist, Septix, Shinigami, Steel Collar Monk, Steel Idol, TBMS Gasser, Tetsujin Shatei, Throatcutter Borg, Valentia A

Magical Beast
Amikiri, Aosaginohi, Cait, Genbu, Kamaitachi, Namazu, Phallic Cobra, Shiofuki Turtle, Spark Fox

Oozes
Bio-Machine Ooze, Breath of the Onsen, Doll Maker Ooze, Glassbox Girl, Living Kanji, Nue of Dark Winds, Pooplet, Shiro-Bozu, Skatto Ooze

Outsiders
Beautiful Winged Boy, Black Teacher, Black Sumo, Blue Collar Kami, Connoisseur of Woman Flesh, Dakiniten Intern, Eto the Ironpot Oni, Gakido Walker, Hell's Maid, Inari Kiiroi, Ironbrother Yakuza, Jikininki, Jurogumo, Lord Sharkskin, Moe Collector, Momonjii (true form), Nure-Onna, Onan Spirit, Okamu, Peach Idol, Sazae-Oni, Shikome, Surakami, Ushi-Oni

Plants
Aketeko, Child of the Gathering

Undead
Adventuring Akaname, Amakaze, Amakaze Executive Board Member, Aswang, Bake-Kuira, Betobeto-San, Binbogami, Blind Razor, Corpse Gallows, The Dofuku, Firefly Yokai, Flawed Yurei, Gaki, Gashadokuro, Goryohime Strangler, Goryohime Summoner, Harionago, Hell's Conscript, Hitobashira, Ho-Masubi, Ittan, Izanami, Jinzu, Mekurabe, Miidera, Okiku Spirit, Ramat Sect Warrior-Girl, Ren Waita: Akaname Modern Spellcaster, Rokurokubi, Sankai, Shoryohime, Skinless Yakuza, Surgighoul, Teke Teke, Teru Teru Bozu, Tokyo MPD "Corpselicker", Ubume Empress, Urban Akaname, Wax Ghoul, Yobashiri

Vermin
The Biwa Centipede

William Kwan (Order #51104031)

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